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ABSTRACT

This manual provides guidelines and materials for librarians planning a summer reading program for children in North Carolina on the theme of outer space. An evaluation form to be returned to the State Library of North Carolina at the end of the summer is included. The introduction includes discussions of summer reading materials and programs; patterns (clip art) for a small poster and a reading record insert; suggestions for involving groups of children and providing library services to visually or physically impaired children; and a description of the Morehead Planetarium. The remaining eight sections focus on: (1) Sources and Resources (raising money, resources for programs, support from local newspapers, Morehead Planetarium Gift Shop, sources for inexpensive toys/prizes, places to visit, and a planetarium guide); (2) Public Relations (press release guidelines, PSAs (public service announcements), a letter from the State Superintendent, decorations and bulletin boards, displays, nametags, clip art, borders, and promotionals); (3) Programs for Toddlers and Preschoolers, School Age, and All Ages (suggestions for books, films, flannelboard stories, fingerplays, activities; instructions and/or patterns for crafts; and scripts for presenting stories); (4) Crafts and Activities (suggestions for food, crafts, science activities, puppet shows, and games and contests); (5) Activity Sheets (for younger and older children with answer sheets for puzzles); (6) Bibliographies (picture books and easy readers, children's science fiction books, children's nonfiction books, free and inexpensive materials, and a basic astronomy library); (7) Films and Videos; and (8) Reading Aloud (parental involvement, parents and children reading together). An index is included. (BBM)

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OUTER SPACE
CALLING ALL READERS

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1991

SUMMER READING PROGRAM MANUAL

IR 053 622

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SUMMER READING EVALUATION

An integral part of EVERY library program is evaluation. Only by evaluating your programs can you determine whether you are meeting your goals and/or meeting the needs of your patrons. Program, attendance and circulation figures can also be used to justify program budgets (and maybe even increase your budget!) Publicize your successes! Send a Summer Report to your supervisor, Library Director and Library Board. Let them know what a good job you're doing AND that Children's Services are a vital element of public library service.

How can you do this? The first step is to keep track of statistics! Decide what figures you want and then devise a method to compile them. If you don't handle your own circulation, schedule a meeting with whoever is in charge of circulation in your library. Discuss with them the statistics you want to keep track of and confer about how to do it. Make it easy for them to keep the figures for you. Devise a report form for them to fill out. Don't depend on circulation staff to bring the form to you - go and get it.

Consider plotting each month's circulation on a chart. This chart can be a very graphic presentation to demonstrate how circulation grows during the summer months. You'll be surprised at how high your July figures will look when compared over the course of a year!

Use the statistics you gather. Calculate averages and percentages. It is easier for others to visualize a growth in circulation when it is expressed as a percentage figure. (Ie. Circulation is up 60%) Compare your figures from month to month and year to year. Knowing that 100 children attended storyhour is useless unless you know that 50 children attended during the same period of time last year.

Don't forget to be consistent when gathering your figures. If you count circulation differently each month, you are comparing apples and oranges. Figure out the best way for YOU to keep your statistics and then adhere to that method.

Use statistics to PROVE your point. In a budget crunch, it is up to you to justify every dollar you spend. Facts and figures demonstrate the worth of Children's Services in a tangible way. In this time of tight budgets, we can no longer rely on the good will of funding agencies. We must provide **evidence** that these funds are well spent.

7 - Cal Shepard

EVALUATION

Outer Space . . . Calling All Readers
1991 Summer Reading Program

Please return this evaluation! This information is vital to the Summer Reading Program. It is used to determine cost effectiveness of the program, justify those costs AND to help plan future programs that better meet your needs. We need this information! Thank you!

Please return by September 1, 1991 to Cal Shepard, State Library of NC, 109 E, Jones St., Raleigh, NC 27601-2807; FAX 919/733-8748.

I. **GOALS**
What was the goal of your Summer Reading Program?

_____Yes _____No Did you realize this goal?

II. **WORKSHOP**
_____Yes _____No Did you attend the Summer Reading Workshop?

_____Yes _____No Was the workshop helpful?

How would you change the workshop?

III. **MATERIALS**

Please rate the success of the Summer Reading Materials. Feel free to squeeze in comments if you wish. (Eg. what was good about the item, what you would like to have changed etc.)
1 = inferior, 2 = below average, 3 = average, 4 = above average, 5 = excellent.

Activity Sheets Older	1	2	3	4	5
Younger	1	2	3	4	5
Bookmarks - Color	1	2	3	4	5
Bookmarks - Black & White	1	2	3	4	5
Buttons	1	2	3	4	5
Certificates - Child	1	2	3	4	5
Certificates - Contributors	1	2	3	4	5

(1 = inferior, 5 = excellent)

Reading Record	1	2	3	4	5
Trip Pass	1	2	3	4	5
Superintendent's Letter	1	2	3	4	5
Stickers	1	2	3	4	5
Clip Art	1	2	3	4	5
Manual	1	2	3	4	5
Black & White Photo	1	2	3	4	5
Radio PSA	1	2	3	4	5
Poster - Color	1	2	3	4	5
Poster - Black & White	1	2	3	4	5
Silk Screen	1	2	3	4	5

IV. STATISTICS

A. Staffing

_____ Number of staff involved in planning and programming

_____ Number of extra summer help

_____ Number of contributors

B. Participants

_____ Number of children enrolled

_____ Number of children receiving certificates

C. Circulation
Please fill in total circulation figures for the Summer Reading Program. You can get this figure by counting:

Actual circulation of materials to summer readers, OR
Total Juvenile circulation for the period of the SRP, OR
Total Juvenile circulation for certain months
(ie. June & July or July and August)

It doesn't matter how you decide to count circulation. The important thing is to calculate your figures consistently from year to year. Only by doing this will you be able to accurately determine whether circulation has increased or decreased.

_____ Total number of materials circulated THIS summer

_____ Total number of materials circulated LAST summer

_____ Number increase

OR _____ Number decrease

D. Programs

_____ Number of Programs

_____ Total number of children attending programs

_____ Average number of children per program

V. PUBLICITY

_____Yes _____No Did you use the radio PSAs?

_____Yes _____No Were the radio PSAs helpful?

_____Yes_____No Were the publicity materials provided in the Manual helpful? Why or why not?

VI. PROGRAMS

What was you most successful summer program. Briefly describe.

VII. What themes would you like to suggest for next summer?

VIII. What part of the program did you like best?

What part of the program did you like least?

What part of the program do you want changed?

IX. Additional comments:

x

INTRODUCTION

Included in this Chapter:

1991 Summer Reading Materials
Small Poster Original - Pattern
Reading Record Insert - Pattern
What is Summer Reading?
How to Involve Groups of Children
Library Services to Visually or
Physically Impaired Children
The Morehead Planetarium

1991 SUMMER READING MATERIALS

The theme for North Carolina's 1991 Summer Reading Program is "Outer Space ... Calling All Readers" The program components were designed by David Watts, a graphic artist, in conjunction with the Summer Reading Committee.

* Posters - Posters are available in two sizes, a larger color one featuring Oscar and a smaller black and white one depicting a planet. Both may be used to advertise your program. Add information about your program and post in your library, local schools and neighborhood businesses. A master of the small poster is included in this section. Photocopy and use as is or have children color them for another poster alternative.

* Bookmarks - A color and black and white bookmark are provided. These may be given out before your program to encourage participation, during your program as incentives or after your program as prizes.

* Reading Record - The Reading Record is used to record the books read by or to each child. This year's record is FOLDED. There is a white border around the front of the reading record where the child's name can be written. (It can be written either at the top or on the side.) Lines for recording titles are inside the record. If a child fills all the lines give him or her a Reading Record insert (master included in this section of the manual) or a piece of paper for listing additional titles.

* Trip Pass - The Trip Pass may be given to older readers for recording number of books read or used to keep track of program attendance for any age reader. Hole punch a star for each title or program.

* Stickers - (There is NO stamp this year.) Metallic star stickers may be given to children for each book read, program attended, library visit etc. Stars may be put either in the margin on the inside of the record next to the title OR on the back of the record in the space sky scene. If you wish, you can use the star stamp which was provided during the 1981 summer reading program, "Extra! Read All About It".

Space stickers are also provided for you to use in any way you wish. They make wonderful reading incentives for children and also look great stuck on the back of the reading record!

* Manual Covers - Manual Covers have NOT been provided.

* Certificates - Certificates, complete with the governor's signature are provided for children and volunteers. Use them to reward summer readers as well as acknowledge hard working parents, older brothers and sisters, Friends of the Library and anyone else who helped make your program a success.

* Silk Screen Design - The perfect way to identify members of the "club." (Oscar's fan club that is!) Invite children to bring a T shirt to the library to be silk screened. Provide shirts for staff and volunteers. Raffle off an "Oscar" shirt as a grand prize!

* Manual - The manual is chock full of good ideas. It is designed with holes already punched so you can keep it handy in a loose leaf notebook. Pages are easily removed for photocopying. (You may copy anything in the manual.)

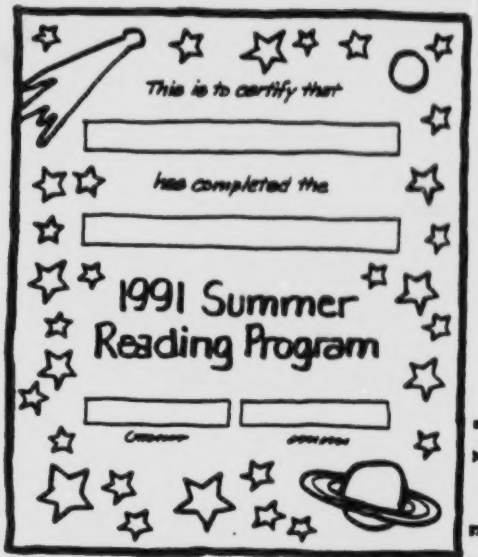
* State School Superintendent's Letter - A great way to remind parents of the benefits of summer reading. Distribute in the schools when you do class visits in the Spring, send home with report cards, etc. Run off your summer reading schedule on the back of the letter - so everybody knows about YOUR program!

Reading Record - 11" x 17", folded
color - front.

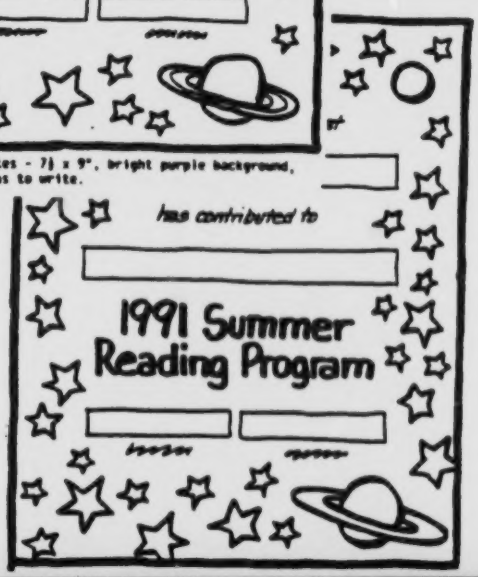
Reading Record - back

Button - 2 3/4, Color - purple sky
orange robot, blue planet.

Trip Pass - 4" x 8", Bright purple
background, bright red lettering.



Certificates - 7½ x 9", bright purple background,
white areas to write.



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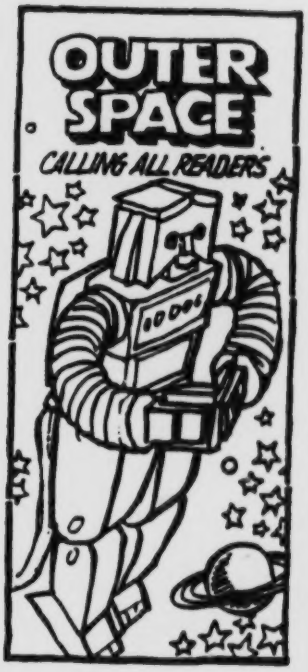
Poster - 19" x 25", purple background, orange robot, blue planet, red lettering.

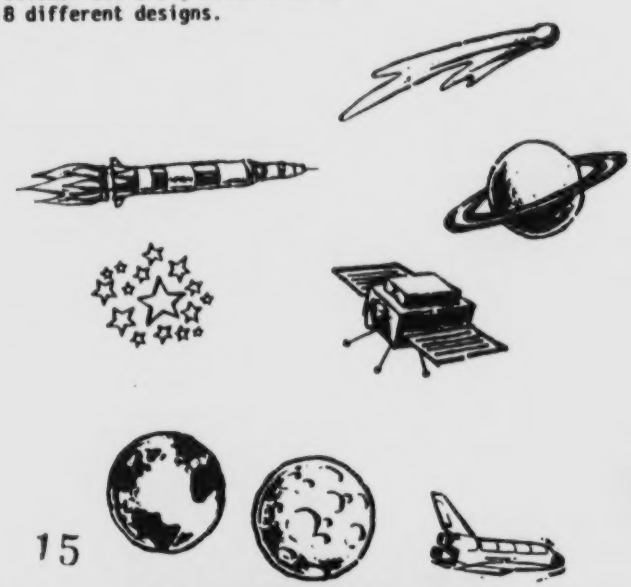
Silk Screen - 6" round

Bookmark - 3" x 7"
color (same as poster)



Bookmark - 3" x 7"
Black & White

Sticker Set @ 2", Black & White
8 different designs.



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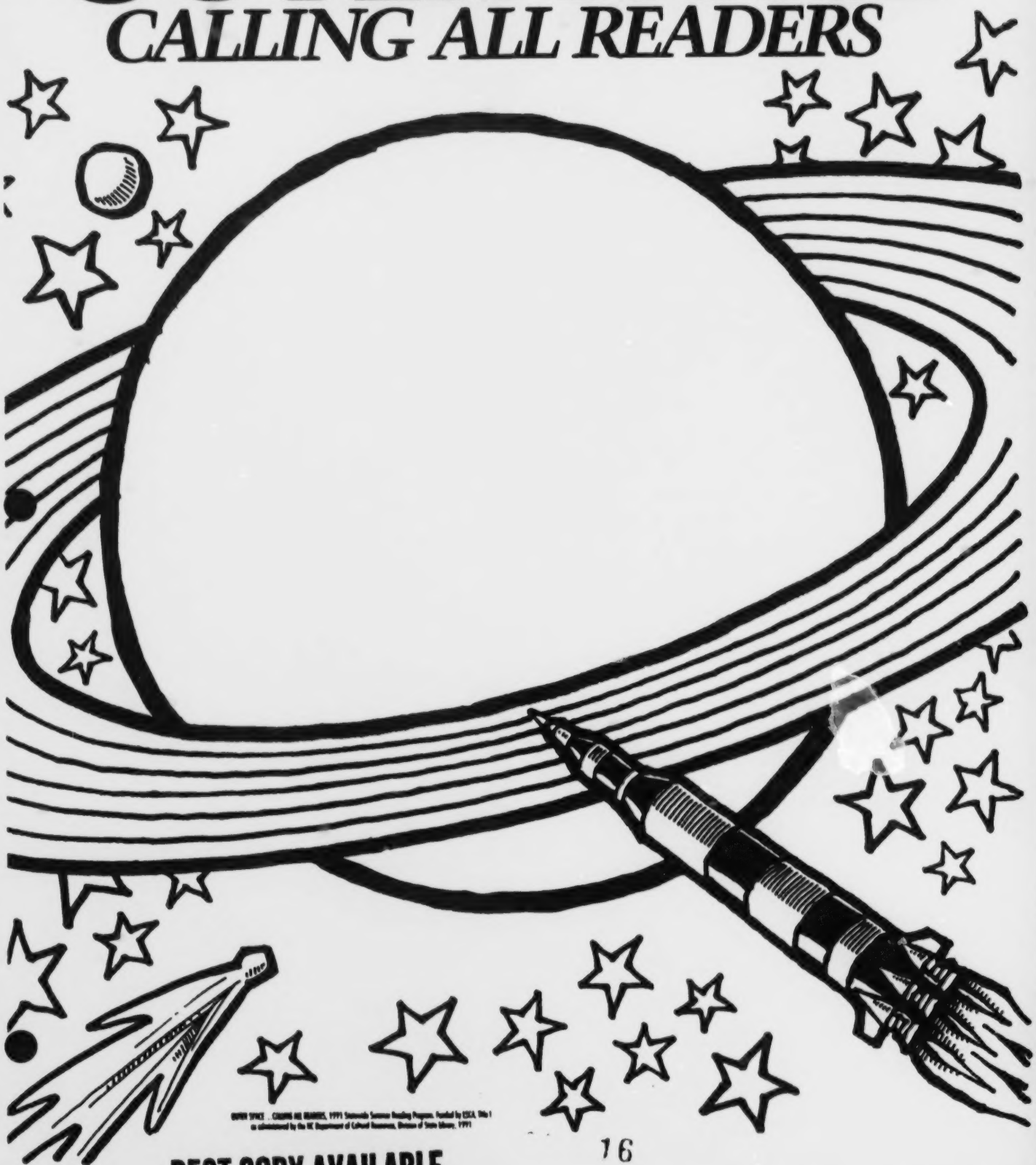
OUTER SPACE

CALLING ALL READERS



OUTER SPACE ... CALLING ALL READERS, 1991 Statewide Summer Reading Program, Funded by ESEA, Title I as administered by the NC Department of Cultural Resources, Division of State Library, 1991

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What is Summer Reading?

The purpose of a summer reading program is to encourage reading and to foster an enjoyment of reading among children. Any child may participate in summer reading through a local library. Children sign up for the program, read books and keep track of the books they read. "Read" can be interpreted loosely. Families may wish to read together. Handicapped children may "read" books on tape. Usually incentives are offered to encourage the child to keep reading throughout the summer - the most common being a certificate of achievement. Each library develops its own program rules and regulations. (It's a good idea to have standard procedures throughout a library system to minimize confusion.) You will need consider the following when planning your program:

1. Beginning and ending dates for your program.
Most programs begin soon after school ends. Decide if you will have a limited registration period or if children may sign up all summer long. Avoid arbitrary limitations unless they are really necessary. Some libraries do not give children their reading records until they have read one or more books, to counter the problem of children signing up and never participating.

2. Age limits for children participating.
Some libraries sponsor "Read to Me" clubs for preschoolers and special programs for Young Adults in conjunction with the usual school-age program.

3. Number of books children must read.
There are three common options:

Requiring no specific number of books - Children are encouraged to use the library, read, and participate in activities. They receive certificates for participation alone.

Contracts - Librarians make individual agreements with children as to how many books they will read. This allows each child to set personal goals with the librarian's assistance to make sure these goals are realistic.

Setting a minimum number of books to earn a certificate - This is the most common option. Keep your minimum low enough so it will not force children to "cheat" to complete the program. In setting required numbers, consider the length of your program and how many books it is reasonable to ask a child to read per week. One or two is realistic. Remember that the program is supposed to be friendly and relaxed, not a cutthroat competition.

Avoid competitive programs. It is important to set requirements which are not too highly competitive, therefore discouraging children who have poor reading skills. These are the very children you want to attract to the reading program and the library. After all, the good readers already come. For poor readers, reading two or three books is a far greater accomplishment

than for a bookworm to read 50 or 100. Studies have shown that the most important factor in children maintaining their reading skills over the summer is reading and using the public library. Make sure your plans will encourage ALL readers.

4. Registration. Decide how much information you need about each child. (Usually name, address, age and sometimes school.) If the child is to take his or her reading record home (as opposed to keeping it at the library), you may want to keep a file with this information and to note the number of books read. Be sure to keep track of the number of children registering and completing the program.

5. Keeping track of reading. Decide if the child will take the reading record home or if records will be kept at the library. Record keeping should be as simple as possible. Take time to talk to children about the books they have read and to help them select other books to enjoy.

6. Ending the program and awarding certificates.

Many libraries have special activities or parties to end their summer reading programs. If you distribute certificates at this time, make a big deal of the process. Maybe a local celebrity could hand them out. Make the children feel that earning a certificate is something special. You will always have some unclaimed certificates left over - so you'll need a back up distribution system.

You might want to distribute certificates in the fall through the schools. Contact schools for approval in the spring. Ask to give out the certificates during an assembly if possible.

Some libraries give certificates to children as soon as they complete the requirements. This solves the problem of unclaimed certificates at the end of the summer. As staff award certificates, be sure they encourage children to continue to read and visit the library.

There are many different ways to organize a summer reading program. What works for some libraries may not work for you. Plan a program to suit YOUR library. When planning, keep in mind how many staff there are to carry out the program, how much space is available for activities, how much money may be spent and other factors which may influence the type of summer program you are able to offer. Above all, keep it simple and fun!

Adapted with permission from the Colorado 1990 Statewide Summer Reading Program.

How to Involve Groups of Children
(Recreation Centers, Summer Camps, Day Cares)

Adults working with groups of children are always looking for summer activities. If your library has experienced problems with group visits; tardiness, absence of teachers during programs, unscheduled visits, etc., written policies or guidelines may help alleviate some of your summer hassle. A reminder of the importance of punctuality, scheduling, and the participation of the adults during the programs could be included in your letter of invitation in the late spring.

Remember that communication is a must with recreation centers, summer camps, and child care centers. Send a post card reminder one week before a scheduled visit. Make a reminder phone call the morning of the scheduled visit.

Plan to have a workshop for teachers and counselors before summer reading starts. Give them information about Summer Reading and related activities. Outline what services the library can provide and give them materials and ideas of things to do while at camp or daycare.

* Give them copies of the Summer Reading manual.

* Provide reading records for students/campers and give adults instructions or suggestions about how to use them.

* Compile a bibliography of titles containing good activities, crafts, fingerplays and songs. Hand out copies of a few songs and activities and teach them in the workshop.

* Stress the importance of reading. Give suggestions of activities to motivate children to read. Provide a list of good read aloud titles with tips and techniques for reading aloud.

* Circulate mini collections of books to each site during the summer.

Decide what services your library can provide to these groups BEFORE summer reading starts, and make sure the adults in charge are aware of these services.

- Carlene Morton

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Library Services to Visually or Physically Impaired Children

As you launch your summer reading program, please remember to include children with visual or physical disabilities in your explorations of space! Children, even those with disabilities, always have a galaxy of questions, and reading is the universal way to help them understand the world around them better. If there are children in your community who would like to blast off into your program but feel they can't because a physical or visual disability prevents them from holding or reading standard printed materials, then discover how the N.C. Library for the Blind and Physically Handicapped (NCLBPH) can refuel their interest.

The NCLBPH is a free service which lends books and magazines on cassette and record and in braille and large print. It also lends cassette and talking book machines along with any necessary adaptive equipment to people who are eligible for the services. Located in Raleigh, it may seem to be a distant star, but the library is actually as close as the nearest mailbox. All materials are mailed directly to and from the patrons, and no postage is required. The NCLBPH serves every county in the state, and it is the only library of its kind in North Carolina.

If you know a visually or physically disabled child who would like to participate in your program by using these materials, please contact the NCLBPH for an application. They also have a brochure available to you for display in your library. The brochure is titled, "A Universe of Wonderful Words is Coming Your Way", and the cover depicts the library's cassette machines against a field of stars. The library will send you <u>one</u> upon request. (Supplies are running low!)

For more information about the NCLBPH, please call them toll-free in NC 1-800-662-7726, or write them:

N.C. Library for the Blind and Physically Handicapped
1811 Capitol Boulevard
Raleigh, NC 27635

Remember, for children with visual or physical disabilities, summer reading and the NCLBPH are out of this world!

- Mary Ellen Woods, NCLBPH

THE MOREHEAD PLANETARIUM

The Morehead Planetarium, located on the campus of the University of North Carolina at Chapel Hill and a unit of the university, is dedicated to the enlightenment of all North Carolinians through the sciences and arts. The institution has served nearly four million visitors since it opened in 1949.

The Morehead Planetarium building was inspired by John Motley Morehead III's wish to do something special for the children of North Carolina. In addition to the building itself, Mr. Morehead was responsible for the Sundial Rose Garden, with a 35 foot sundial surrounded by a wide variety of hybrid roses.

The Morehead Planetarium emphasizes science education for all ages. Star shows are presented in the domed pavilion which has a seating capacity of 330, while other parts of the planetarium house permanent and temporary science and art exhibits.

The Planetarium provides presentations in the popular vein on a variety of topics for the general public as well as programs keyed to the science curriculum in schools for children. The staff has worked closely with NASA in the training of astronauts. The Planetarium also provides special training, and special pleasure, to a wide variety of other organized groups. The Planetarium conducts classes in astronomy and navigation and offers a laboratory for descriptive astronomy.

In connection with its varied educational activities, the Morehead Planetarium operates a science shop which handles the books, printed materials, star maps and supplies for all planetarium sponsored classes. It stocks astronomy and science related materials and science toys such as telescopes, binoculars, prisms, gyroscopes, radiometers, and planetarium souvenir items.

In all of its many activities, the Morehead Planetarium strives to maintain its reputation for excellence and leadership. Founded in the years after World War II, when "space sciences" was a term seemingly removed from the everyday life of North Carolinians, Morehead Planetarium has proven to be a more foresighted gift than even its greatest promoters could have realized. The facility has served with distinction in ushering in the Space Age and continues this tradition in its service to a new generation of children.

SOURCES & RESOURCES

Included in this Chapter:

Raising Money
Resources for Programs
Support From Your Local Newspaper
Morehead Planetarium Gift Shop
Sources for Inexpensive Toys / Prizes
Other Sources
Places to Visit
Planetarium Guide

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Raising Money

Some libraries may not include money for their Summer Reading Programs in their annual budgets. However, there are ways to obtain the funds needed for prizes, refreshments, craft materials, special guests, etc.

ASK FOR . . .

* Donations for the Friends of the Library
* Contributions from Patrons
* Support from local businesses
* Support from area clubs and organizations

Before making requests for money <u>be prepared to "SELL" the Summer Reading Program and the library</u>.

* Have statistics available from previous programs.
* Pictures of children reading and using the library are selling cards.
* Assure contributors their names will appear on all publicity, including <u>newspaper coverage.</u> Send copies of publicity to contributors.
* Be sure to send a special Thank You to all contributors.

Begin your fund raising or requests for contributions as soon as possible, preferably in January. Some business's fiscal years begin in January. Other businesses may need agreement from district managers. It takes time to go through channels. You might be rejected before finding a receptive organization. Do not get discouraged. Remember, you are working to promote reading and the library.

24 - Carlene Morton

Resources for Programs
(Free or Minimal Fees)

Talk with patrons about upcoming programs or ideas for programs. Network with community agencies and services.

Teachers are excellent resources for summer programs, especially music, art, and teachers of the gifted and talented. It is best to approach him/her with concrete ideas, or develop an idea together.

In past SRPs I have had a local music teacher demonstrate various musical instruments, permitting the children to play them. She also taught a folk dance and several folk songs. The chairman of the county school system's science department did a program on seashore wildlife and shells. A chemistry professor from an area university showed the children that "Chemistry is Fun". These resource people were FREE.

When working with a resource person give guidelines and background:

* Emphasize that your program is a statewide program
* Share examples of previous programs, the successes and failures.

Be sure the resource person is aware of the:

* Anticipated age and size of the group.
* Desired length of the program
* How his/her presentation fits with the entire program.

WHERE TO FIND RESOURCE PEOPLE FOR LITTLE OR NO MONEY

Patrons
Friends of Patrons
Local businesses
Clubs and organizations
Arts Council
Area schools
Other libraries
County agencies
ie. Parks and Recreation, Agricultural Extension
Nature Science museum or center
Local planetarium

Be sure to screen possible resource people. Some people do not relate well to children and some may not be experienced speakers. You might ask if he/she has ever conducted a program for children. Describe the type of program you wish and ask if he/she would feel comfortable doing the program.

I once had a program on robots. A representative from the local Radio Shack brought a robot. We had over 225 children attend the program, but it was a disaster. The young man was a salesman and was not prepared for a 30 minute program. If I had given a more thorough interview perhaps I would have discovered his expertise was not children. And I would have prepared more material, letting his demonstration be a small part of the program.

After the initial interview you may decide the resource person would not do well. Borrow his/her pictures, costume, or collection to enhance your program.

For SRP '91, network to discover if your area has a Star Trek buff or an Astronomy club. Perhaps a local hobby shop might suggest someone who is interested in model rockets and airplanes. Consider bartering for programs - offer your storytelling services in exchange for a space program. Don't forget other library staff members - one of them just may have a complete collection of Star Wars figures. Be creative! You never know who might be able to provide just the program you want!

- Carlene Morton

SUPPORT FROM YOUR LOCAL NEWSPAPER FOR THE SUMMER READING PROGRAM

Get your local newspaper to promote Summer Reading with a series of activities that kids can do with the newspaper. This past summer THE GREENSBORO NEWS AND RECORD each Tuesday printed activities that related to our Summer Reading Theme. The activities which were fairly simple like finding a picture or an article in the paper about the theme were to be completed by the kids on their own or with family and friends. There were four different sets of activities and each set was repeated for two weeks. As kids finished their activities, they brought them and the official entry form printed in the paper to the nearest public library location. The librarians checked to see that each child had completed the activities and then stamped the entry form with our lion's paw stamp. We kept the entry form in a box, bowl, etc., and once every two weeks held a drawing and gave away a T-shirt provided by the newspaper. The children kept their activities in a notebook and brought it to the library for display at the end of the summer.

This really didn't take much time and the publicity was great!

Some examples of activities that could be done:

1. Imagine that you are going on a trip to another planet. Look in the newspaper for pictures of five items you would like to take with you. Cut out the pictures and paste them on a piece of paper, putting the most important items first. Tell why you chose as you did.

2. Look in the newspaper to find an article or picture of someone you think would be an interesting companion and imagine the two of you travel to the moon or another planet. What would you see?

- Jean Kiger

Morehead Planetarium Gift Shop

Barbara Maddrey at the Morehead Planetarium Gift Shop has a large stock of space related items. A sample listing includes:

Planispheres (star charts) - all sizes and prices
Cosmic Stargazer - a personal planetarium that works like a kaleidoscope - $24.95
Books - For adults and children, including star legends
Star maps
Pencils, Pens and Pencil toppers
Puzzles
Solar System Mobile - 2 sizes (great for displays!)
Small - $5.95, large - $18.00
Posters - priced from $7.00 - $12.00 (great for displays) including Glow in the Dark maps of the solar system and universe
Magnets
Stamps - planets, space shuttle, rockets
Inflatable planets, space shuttles
Sundial - $5.00
Astronaut Ice Cream - freeze dried
Glow in the dark stars to put on ceilings
Starwatchers decoder Set
Star frames to help identify constellations
3-D Star map book complete with 3-D glasses
Gyroscopes
and last but definitely not least . . .
Blinking sun glasses (to complete that alien outfit!)

Many of these items would be great for bulletin boards and displays. Others could be used as prizes. Tax is already included in the prices. If you can't visit the shop in person, you can place orders by phone using a personal check, Mastercard or Visa. (No purchase orders please.) Shipping and handling charges will be added. For more information contact:

Barbara Maddrey
Morehead Planetarium Building
University of North Carolina, Chapel Hill
Chapel Hill, NC 27599-3480
(919)962-1236

SOURCES

I. Sources for Inexpensive Toys / Prizes

1. Kid Stamps
   P.O. Box 18699
   Cleveland Heights, Ohio 44118
   Tel. 1-800-727-5437

ITEMS THAT CAN BE ORDERED:

Space Ship - $4.50
Planet - $4.50
Rocket - $4.50
Flying Saucer - $4.50

All of these stamps would be fun to use.

2. Kipp Brothers, Inc.
   240-242 S. Meridian St,
   P.O. Box 157
   Indiannapolis, Indiana 46206
   Tel. 1-800-428-1153
   FAX: 1-317-634-5518

ITEMS THAT CAN BE ORDERED:

Space Rocket inflates - $27.00 per dozen
17" space shuttle inflates - $12.00 per dozen
Space warrior pencil toppers - $4.25 per gross
(Good deal - kids like)
Mars men - $6.00 per gross
Space water guns - $6.00 per dozen / $24.00 per box (4 doz.)
Robot cup - $10.80 per dozen
Die cast shuttle - $9.60 per dozen
Press-n-go Space Fighter Planes - $13.80 per dozen
Astronauts and friends plastic figures - $5.40 per gross
(Good deal)
Friction robots - $7.50 per dozen
Space Booster Set - $7.25 each
(Could be used in a program)
Robot topped pencil - $5.40 per box (3 doz.) $19.80 per gross
Spaceship erasers - $7.20 per box (120)
(Great, kids love!)

3. Sherman Specialty Co., Inc.
   P.O. Box 401
   Merrick, NY 11566
   Tel. 1-800-645-6513

ITEMS THAT CAN BE ORDERED:

Puffy vinyl stick-ons (72 per pack) SPACE $7.95 for 1-2 packs
$7.25 for 3 or more packs
Space rings - $21.95 for 250/ $32.95 for 500/ $54.95 for 1000
Spaceman pencil tops (48 per pack) $8.45 for 1-3 packs,
$7.95 for 4-7 packs, $7.45 for 8 or more packs. Kids like
Suction spaceman (72 per pack) Price same as pencil tops above
Space and robot mixture (assortment of suction spaceman, spaceman key rings etc.) $21.95 for 250/ $32.95 for 500/ $54.95 for 1000. Would be good to have
Erasers (space saucers) 72 per bag, $10.95 for 1-2 bags/ $9.45 for 3 or more
Pencil tops (Space raiders) 50 in a bag / $13.95 for 1 - 2 bags, $12.95 for 3-5 bags/ $11.95 for 6 or more

4. Smile Makers
P.O. Box 2543
Spartanburg, SC 29302
Tel. 1-800-825-8085
FAX: 1-800-585-3958
(Allow 7 - 10 working days for delivery)

Space Raiders erasers (8 different ones) $12.95 per 50
$19.95 per 100/ $37.95 per 200

5. Stone's Southern School Supply
3800 Holly Springs Rd.
P.O. Box 37399
Raleigh, NC 27627
Tel. 1-800-662-7757
FAX: 1-919-821-7210

ITEMS THAT CAN BE ORDERED:

Sun, stars, and planet book set - $8.95
Great set, would be handy to have on hand
Solar mobile - $24.95, could be made
Adventures in the Solar System - $13.95 tape and book
Fascinating sound effects!

Stars
3/8" foil - $1.00 for 72, $4.50 for 360
1/2" foil - Peel & Stick $1.15 for 250
Gummed $.49 for 125 (Asst colors - $1.00 for 555)
Florescent smiley stars (Scratch 'n Sniff) $1.98 for 180

Pencil Toppers
Stamps - Pre-inked star - $2.25 each
Rainbow stamp with 5 colors - $2.89 each
Space Raiders - $4.50 for 18
Space Creatures - $4.25 for 18

II. Other Sources

1. Sticks and Stones & Ice Cream Cones by Phillis Fiarotta, Workman Pub. Co., c1983.
   Spinning Star Wheels p. 24 (a pinwheel)
   Soaring Rocket Ship, p. 34
   Drinking Straw Mobile p. 148 (a mobile of stars)

2. Smithsonian Institution
   Service Branch
   Washington, DC 20560
   Tel. 1-202-357-1933
   Write or call for a list of posters and 35mm slide sets

3. Center for Applied Research in Education, Inc.
   P.O. Box 430
   West Nyack, NY 10995
   Displays Kit (Rambunctious Robots bulletin board, Space mobile)

4. Print Shop Software
   Print Shop has several Space graphics - rocket ship, robot, flying saucer, moon, American flag, and a welder which could be edited to look like a spaceman.

Places to Visit

Charlotte Nature Museum
1658 Sterling Road
Charlotte, N. C. 28209
(704) 372-6262

N. C. Museum of Life and Science
433 Murray Avenue
Durham, N.C. 27704
(919) 477 - 0431
(919) 477 - 0432

The Natural Science
Center of Greensboro, Inc.
4301 Lawndale Drive
Greensboro, N.C. 27408
(919) 288 - 3769

Catawba Science Center
406 3rd Avenue N.W.
Hickory, N.C. 28601
(704) 322 - 8169

Rocky Mt. Children's
Museum, Inc.
1610 Gay Street
Rocky Mt, N.C. 27801
(919) 972 - 1167

The Arts & Science Museum
P.O. Box 585, Museum Rd.
Statesville, N.C. 28677
(919) 767-6730

- Merrie DeMay

PLANETARIUM GUIDE

A list of planetaria located within and around North Carolina. Many offer shows which are open to the public. Some are located in museums and science centers. All have been notified about "Outer Space. . . Calling All Readers." Call the planetarium closest to you for more information about the services they offer.

NORTH CAROLINA

Planetarium Project
Western N.C. Nature Center
75 Fashes Creek Road
Asheville, NC 28805
(704) 298-5600

Planetarium
Belmont Abbey College
Belmont, NC 28012

Morehead Planetarium
University of N. Carolina - CH.
Morehead Building CB #3480
Chapel Hill, NC 27599
(919) 962-1248

Kelly Planetarium
Science Museum of Charlotte
301 N. Tryon Street
Charlotte, NC 28202
(704) 337-2618

C.A. Furr Planetarium
Central Cabarrus High School
505 Highway 49 South
Concord, NC 28025
(704) 786-0125

University Planetarium
Elizabeth City St. University
Campus Box 845
Elizabeth City, NC 27909
(919) 335-3SKY

Planetarium
Fayetteville State University
P.O. Box 910, Murchison Road
Fayetteville, NC 28301
(919) 486-1650

Hanes Planetarium
Nature Science Center
Museum Drive
Winston-Salem, NC 27105
(919) 767-6730

Schiele Planetarium
Museum of Natural History
1500 East Garrison Boulevard
Gastonia, NC 28054
(704) 866-6903

Edward R. Zane Planetarium
The Natural Science Center
4301 Lawndale Drive
Greensboro, NC 27408
(919) 288-3769

CCC & TI Planetarium
Caldwell Com. Col. & Tech. Ins.
1000 Hickory Boulevard
Hudson, NC 28638
(704) 728-4323

Robeson Planetarium
Resource Center, Board of Ed.
P.O. Box 1328
Lumberton, NC 28358
(919) 739-3302 x5

Planetarium
North Carolina St. University
326 Poe Hall, Box 7801
Raleigh, NC 27695
(919) 737-2239

Civitan-Rocky Mt. Planetarium
Childrens Museum
P.O. Box 442
Rocky Mount, NC 27801
(919) 977-2111 x379

NORTH CAROLINA (CON'T)

Margaret C. Woodson Planetarium
Horizons Unlimited
1636 Parkview Circle
Salisbury, NC 28144
(704) 636-3990

GEORGIA

Rollins Planetarium
Clemons University
Kinard Lab, Physics & Astronomy
Clemson, SC 29631
(803) 656-3417

Planetarium
Francis Marion College
Florence, SC 29501

Starlab Planetarium
Roper Mountain Science Center
504 Roper Mountain Road
Greenville, SC 29610

Howell Memorial Planetarium
Bob Jones University
4621 Mt. Gallant Road
Rock Hill, SC 29732
(803) 329-2121
(803) 327-1072

Planetarium
Wofford College
Spartanburg, SC 29301
(803) 585-4821 x215

TENNESSEE

Planetarium
East Tennessee St. University
College of Arts & Sciences
Johnson City, TN 37601
(615) 929-4306

Akima Planetarium
Students' Museum
P.O. Box 6204 - 516 Beaman St.
Knoxville, TN 37914

VIRGINIA

Pitts. Co. Schools Planetarium
Educational & Cultural Center
37 Pruden Ave. Se, P.O. Box 232
Chatham, VA 24531
(804) 432-2761 x43
(804) 793-1624 x44

Chesapeake Planetarium
300 Cedar Road, P.O. Box 15204
Chesapeake, VA 2320
(804) 547-0153 x281

Hapton Schools Planetarium
Hampton City Shcools
1819 Nickerson Blvd.
Hampton, VA 2366
(803) 851-8411 x330

Peninsula Planetarium
Virginai Living Museum
524 J. Clyde Morris Boulevard
Newport News, VA 23601
(804) 594-1900 x2

Planetarium
Norfolk State University
2401 Corprew Avenue
Norfolk, VA 23504
(804) 683-8240
(804) 683-8909

PUBLIC RELATIONS

Included in this Chapter:

Press Release Guidelines
PSA's
State Superintendent's Letter
Decorations and Bulletin Boards
More Ideas
Displays
Nametags
Clip Art
Borders
Promotionals
- Morehead Planetarium Press Release
- List of Major Meteor Showers
- Morehead Planetarium Coupons
- Carowinds
- Busch Gardens

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PRESS RELEASE GUIDELINES

1. Include the following information at the top left of the first page:
   The full name of your library
   Complete address including zip code
   A contact person's name and phone number
   Date article is to be released (Eg. "For release June 1" or "For release Immediately")

2. Press releases should be typed double-spaced on 8 1/2-inch by 11-inch paper.

3. Leave a margin wide enough for the editor to make notes.

4. Use letterhead or stationery with your library logo.

5. If you include a headline, capitalize it to set it apart. Don't be surprised if it is not used. They seldom are.

6. If your release is more than one page, type "over" or "more" at the bottom of the first page and center a "2" at the top of the second page.

7. Releases should not exceed two pages in length.

8. Finish each page with a complete paragraph. This makes it easier for an editor to lift a paragraph.

9. Always include the following closing tailored for your library:

   Main Branch Library is located at 123 W. Main St. Library hours are 9 a.m. to 5 p.m. Monday through Saturday and 1-5 p.m. on Sunday. For information call the library at (919) 123-4567.

10. Press releases should be mailed to media 10 days to two weeks in advance of your activities.

11. Get to know someone on the staff of your local paper(s). Having a personal contact will make it more likely that your information will get printed in a timely way.

12. Besides the newspaper, you can mail press releases to:

    Radio Stations along with a couple of PSAs
    TV stations with or without PSAs
    Church and civic bulletins
    Community Arts Center
    Schools and the School Board Office
    Shopper News
    Any other "Community Calendar" or "Events" listing

PUBLIC SERVICE ANNOUNCEMENT

OUTER SPACE . . . CALLING ALL READERS TO THEIR LOCAL LIBRARY THIS SUMMER

Space, the final frontier, the uncharted realm of planets, constellations and galaxies can be explored at (name of library) this summer. "OUTER SPACE . . . CALLING ALL READERS" will transport you beyond the pull of earth's gravity to exotic new worlds.

Escorted by "Oscar" the robot, your starship will blast off at warp speed, dodge explosions radiating from torrid Mars, pass Saturn with its vapor rings, and travel light years beyond the Milky Way to unknown star systems.

Give yourself a summer of space adventure and fun by journeying to "Outer Space . . . Calling All Readers" at (name of library).

Endorsed by Governor Jim Martin and the N.C. Superintendent of Public Instruction Bobby Ethridge, the 1991 statewide summer reading program will give thousands of children an opportunity to learn what their local library has to offer. The summer reading program begins (date) and ends (date).

This year, the Morehead Planetarium in Chapel Hill is helping plan and execute the 1991 space-theme summer reading program. Besides contributing its expertise and resources, the planetarium will sponsor a special day of activities for Summer Reading Program participants on Saturday, August 10, 1991.

It will also offer half price admission for children visiting the planetarium between July 27 and August 12, 1991. During this period, kids will have a chance to learn about and observe the Perseids, one of the year's best meteor showers.

Each library system participating in the 1991 Summer Reading program will receive a mini-planetarium from the State Library which can be used in programs to pique children's interest in outer space. Similar to devices used in such famous star theaters as the Hayden Planetarium in New York City, the "Star Machine" can project more than 300 stars and constellations onto library walls or ceilings. Using their imaginations as spaceships and the Star Machine as a map, children will be able to rocket into space at the speed of light.

Youngsters of all ages are invited to the library for an active and fun summer exploring in the world of books. Designed to show children how much fun reading can be, the summer reading program encourages them to explore their own interests and abilities.

The program will include children's storyhours, puppet shows, games, crafts, workshops and special events at each participating public library. To stimulate maximum interest in reading, the

libraries have designed activities tailored to the local area and audience.

All children involved will receive materials designed specifically for the 1991 summer reading program. Provided by the State Library, these materials will include a special certificate signed by the governor for each child who completes the program.

Each year, a committee of librarians from across North Carolina plans an easily adaptable summer reading program. Local librarians can then craft a program that meets their requirements and the needs of their community.

Sponsored by the State Library and planned with the assistance of the Morehead Planetarium, the 1991 Summer Reading Program, "Outer Space . . . Calling All REaders". is funded through Title I of the Library Services and Construction Act.

For details, contact (name of library) at (phone number).

PSA'S - TO BE TYPED ON LIBRARY LETTERHEAD

:20 PSA

BACKGROUND: SOUNDS OF A ROCKET BLASTING INTO SPACE FOLLOWED BY MICROPHONE STATIC.

SPACE MODULE: "MISSION CONTROL, THIS IS SPACE MODULE ONE. WE HAVE SIGHTED AN UNIDENTIFIED FLYING OBJECT ON OUR SCREEN."

ANNCR: "ROGER, MODULE ONE. DON'T PANIC, THAT'S JUST OSCAR THE ROBOT, 'CALLING ALL READERS' TO THE STATE LIBRARY OF NORTH CAROLINA'S 1991 SUMMER READING PROGRAM. HURRY HOME AND JOIN US FOR A SUMMER OF ADVENTURE!"

LOCAL TAG: 5 SECONDS

:30 PSA

BACKGROUND: SOUNDS OF A ROCKET BLASTING INTO SPACE FOLLOWED BY VOICE TRANSMISSIONS FROM MISSION CONTROL

ANNCR: CALLING ALL READERS! CALLING ALL READERS! BLAST BEYOND EARTH'S GRAVITY TO THE UNCHARTED REALM OF SPACE, PLANETS AND FAR-OFF GALAXIES AT YOUR LOCAL LIBRARY. OSCAR THE ROBOT AND "OUTER SPACE . . . CALLING ALL READERS", A SUMMER READING PROGRAM FOR CHILDREN SPONSORED BY THE STATE LIBRARY OF N.C., IS WAITING TO TRANSPORT YOU TO STRANGE NEW WORLDS.

:60 PSA

BACKGROUND: SOUNDS OF BLEEPS AND BLIPS FROM OUTER SPACE

OSCAR

THE ROBOT: "GREETINGS BOYS AND GIRLS! YOUR MISSION THIS SUMMER IS TO JUMP ABOARD THE SUMMER READING SPACESHIP AT YOUR LOCAL LIBRARY. MY MISSION IS TO ESCORT YOU ON EXCITING VOYAGES TO THE MOON, THE STARS AND EVEN BEYOND.

"OUTER SPACE . . . CALLING ALL READERS", A SUMMER READING PROGRAM FOR CHILDREN SPONSORED BY THE STATE LIBRARY OF N.C., WILL TRANSPORT YOU TO THE MOON'S CRATERED SURFACE, TO JUPITER, A FORBIDDING PLANET MANY TIMES THE SIZE OF EARTH AND EVEN TO FAR-OFF UNKNOWN GALAXIES MILLIONS OF LIGHT YEARS BEYOND THE SUN.

AS WE JOURNEY BEYOND THE REACH OF EARTH'S GRAVITY, YOU'LL DODGE METEOR SHOWERS, FLY THROUGH THE RINGS OF SATURN AND GRAB A RIDE ON THE TAIL OF A COMET AS IT STREAKS ACROSS THE BLACKNESS OF SPACE. THROUGH THE WORLD OF BOOKS, WE WILL SHUTTLE TO UNKNOWN WORLDS AT SPACE'S OUTER LIMITS. SO DON'T MISS THE COUNTDOWN FOR THE SUMMER READING PROGRAM BLASTOFF!"

NORTH CAROLINA
DEPARTMENT OF PUBLIC INSTRUCTION

116 West Edenton Street, Education Building
Raleigh, NC 27603-1712

BOB ETHERIDGE
State Superintendent

Dear Parents:

I want you to know about the Summer Reading Program available to your children at the local public library. This program encourages children to read over the summer which not only gives them practice in reading but also helps them to improve their reading skills.

The theme for 1991 is OUTER SPACE . . . CALLING ALL READERS. The program is a cooperative effort with the Morehead Planetarium. Numerous activities geared to motivate children to read will be offered. Games, songs, stories, and puppet shows will get children excited about reading. Thousands of books will be read and reviewed with the hundreds of librarians and other volunteers providing these programs. Children's horizons will soar as they journey to the stars and back.

OUTER SPACE . . . CALLING ALL READERS will capture the imagination of summer readers and will encourage all children to use their reading skills for pleasure. I personally encourage you to support this fine program. Call your public library for a complete schedule of activities.

Sincerely,

Bob Etheridge

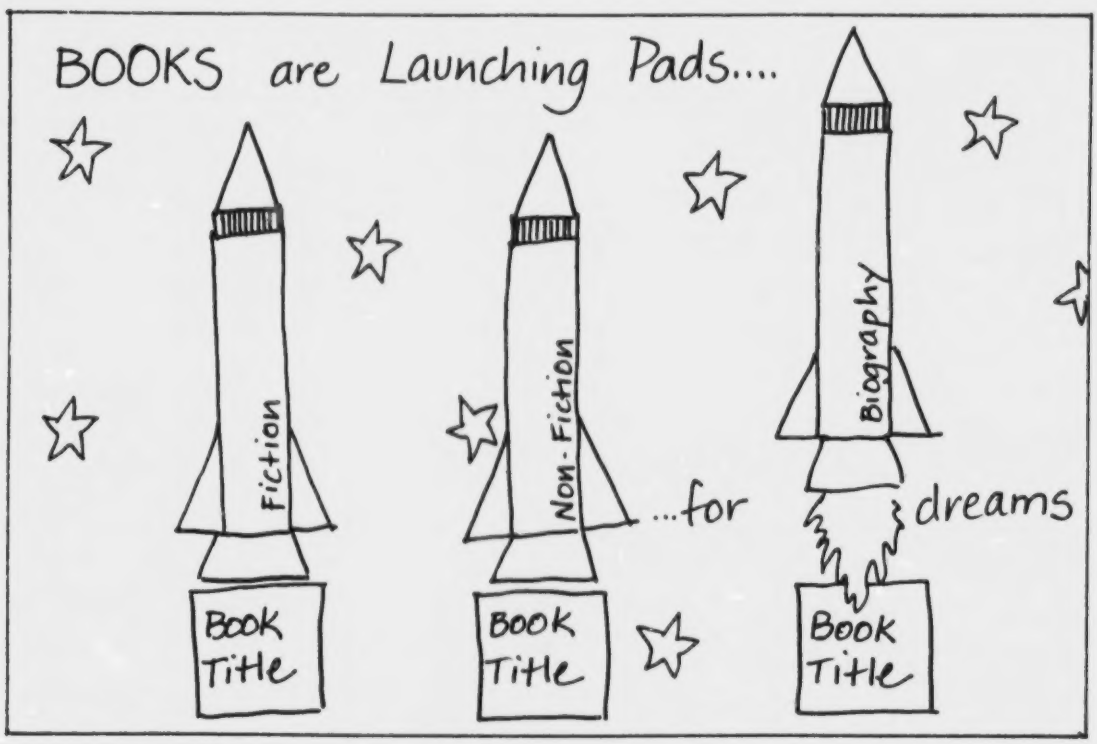
BE/ehs

an equal opportunity/affirmative action employer

DECORATIONS AND BULLETIN BOARDS

Generate excitement about summer reading through bulletin boards and other displays. Nothing catches the eye like a well designed and exciting display. Don't confine yourself to bulletin boards! Look around and you'll see lots of places to hang stars, launch rockets and house robots! The check out desk, ceilings, windows, doors and walls are just a few. (We even have an idea for decorating your trash can!)

Really special effects can be achieved with three dimensional displays. Build a life size Oscar complete with blinking lights! Paper streamers, tin foil and silver glitter will make any flying saucer unforgettable! Most of all, have fun!



Adapted with permission from the Iowa 1983 Summer Reading Program

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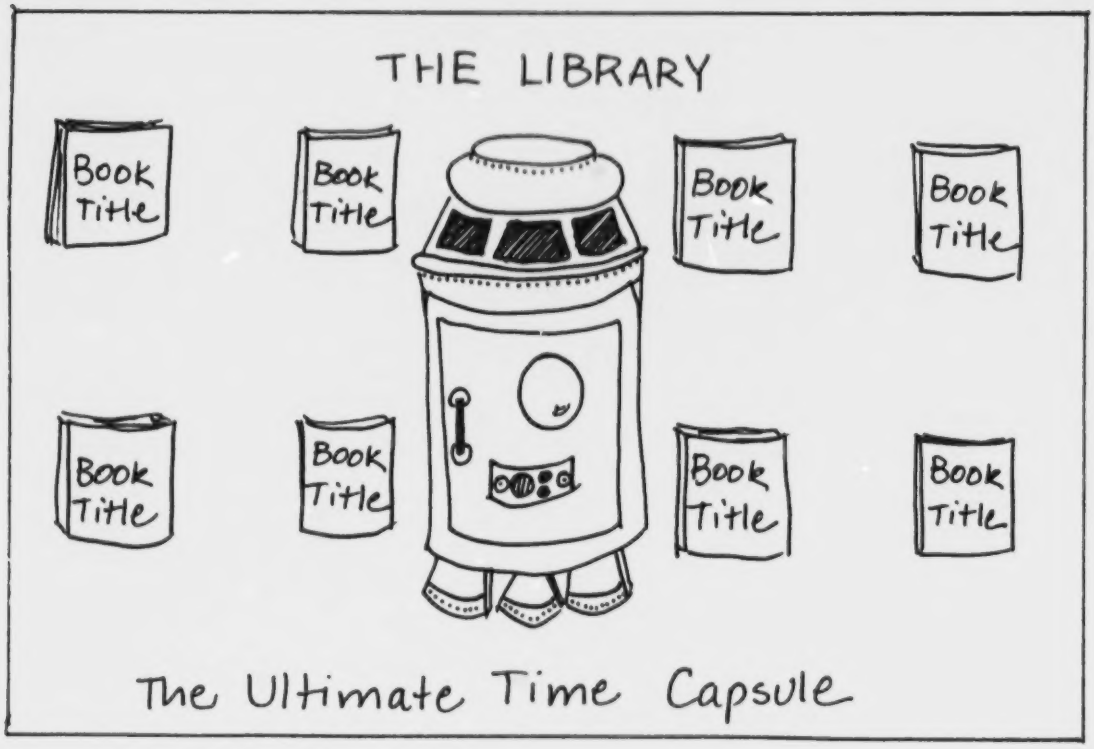

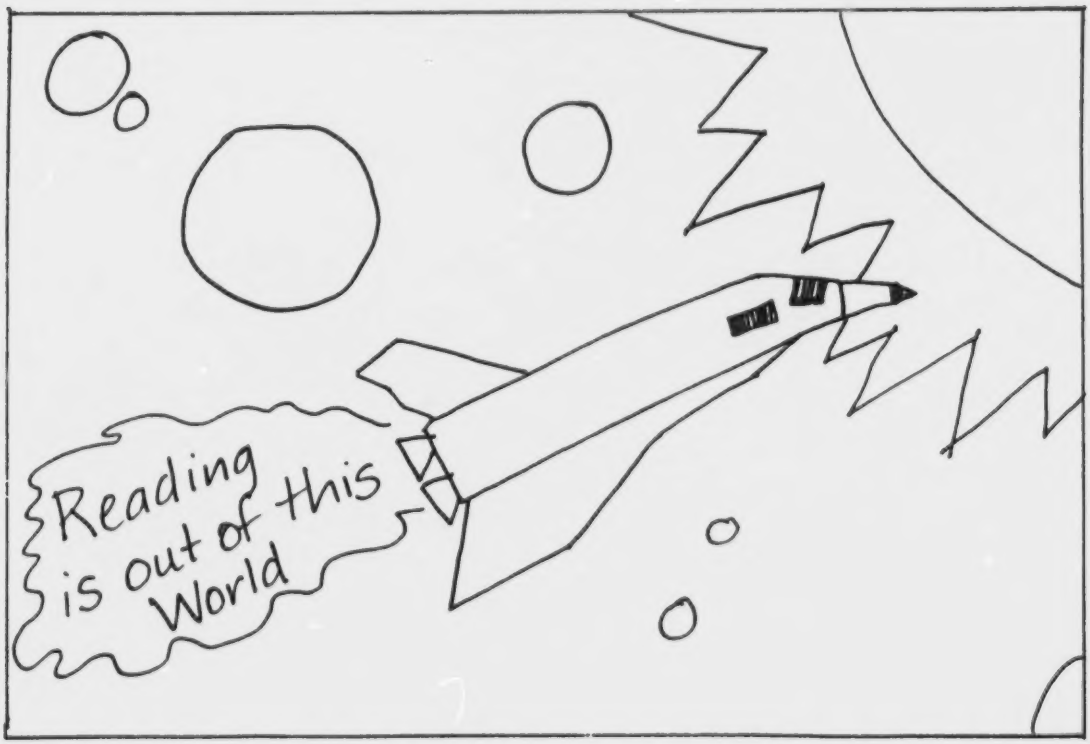

Adapted with permission from the Iowa 1983 Summer Reading Program

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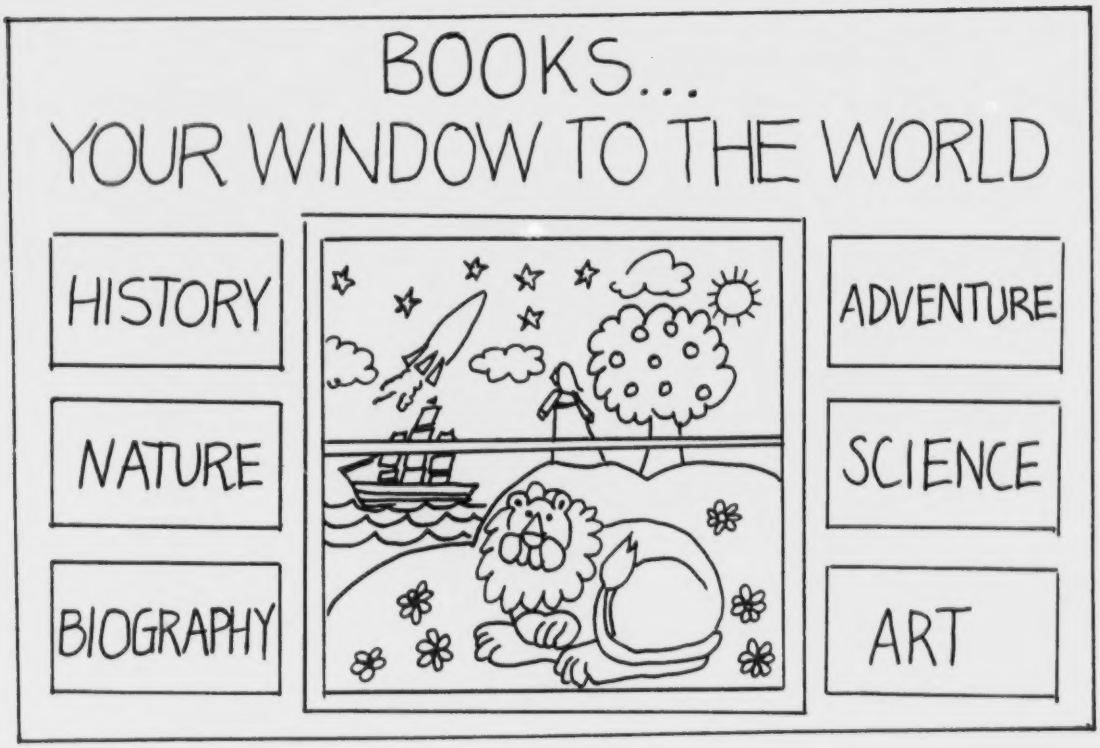

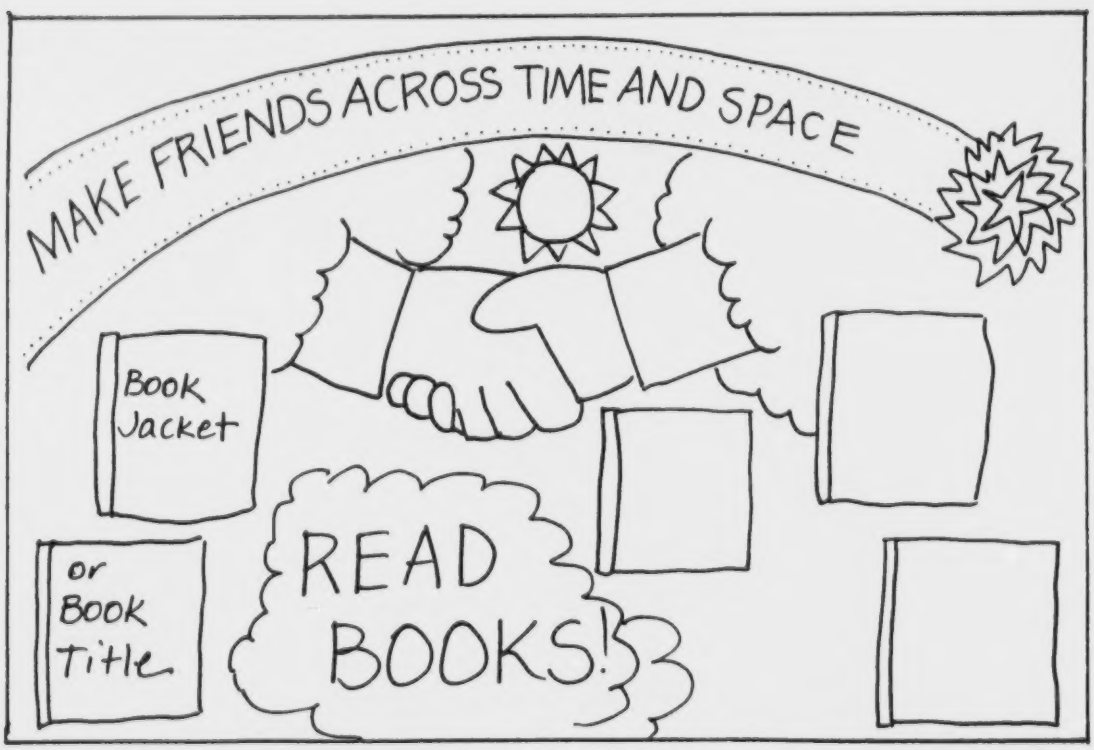

- Janet Levy

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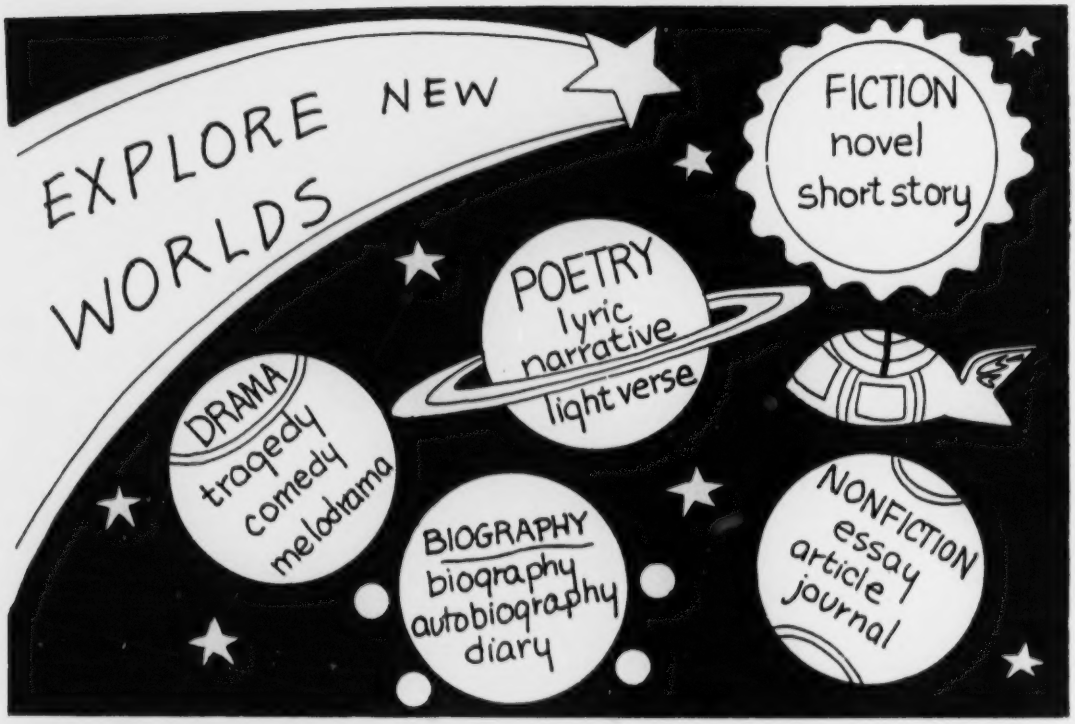

- Janet Levy

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MORE IDEAS

- Nothing sets the tone for successful programming like bulletin boards. Once you have one in the children's area, look around to see what other space would be suitable for some stellar decorations. The front of the check-out desk, doors and windows, the display area in the adult section? There are ideas here to fill them all!

- For room decorations make large stars from lightweight cardboard. Cover them with silver glitter or crumpled foil. Suspend them at varying levels from the ceiling. Stars can be labeled with children's names. Reuse your night of 1000 stars decorations.

- Read-to-me Reading Club. Child will receive a paper star each time he visits the library. He will put his name on it and tape it to a dark blue sky background on the wall in the storyhour room.

- Cover bulletin board with blue tissue paper. Using white string or thread, glue or staple outline of one of the constellations. (e.g., Big Dipper, the Great Bear, Pegasus) to the board. Each time a child attends have him put his star on the outline of your constellation.

- Each child is given a personalized mobile that hangs from the library's ceiling throughout the program. Each mobile will have a star on top, cut from construction paper and with the child's name printed on it. Attach a strip of crepe paper to bottom of star. For each book read, staple a different colored paper circle to the crepe paper streamer. After the designated number of books are read, staple to end of each streamer a paper star.

- Make a papier mache star and have the kids autograph it or dress the star in costumes pertaining to weekly activities (i.e., for Western, wear cowboy hat and bandanna, etc.).

- For a table top display, make a mirror box. On one end of a cardboard box cut a hole large enough for a person's face to fit in. At the opposite end, inside the box, place a mirror. Paint a picture around the mirror (a star with the mirror in the middle or person reading book whose head is the mirror). On outside of the box caption: "LOOK IN HERE TO SEE A STAR READER."

- Contact a local astronomy club (community or high school) for items to form an astronomy display.

- If you have high ceilings, for each child in the reading club hang a five inch star from the ceiling with fishline. Each time a child reads a book, attach a two-inch paper star to the big one, creating a star chain.

- Mobile: On posterboard with stars glued to the edges, write "FALL INTO SUMMER READING WITH US." Write it on both sides. Attach a piece of fishing line to the top center. Dangle other pieces of fishing line from the bottom of the poster and attach a star at the end. Hang from the ceiling.

- Draw a constellation map with real or imagined stars on background paper. As each child reaches a reading goal, a rocketship with the child's name on it is put on the sky map. Add a new rocketship each time or move the other one.

- All children who join reading club get their name on a large star mounted on a bulletin board or a wall. For each book they read during the summer, they get a small gummed star to paste on the large one. Alternative: Stars with children's names are posted on bulletin board and used as nametags for each storytime, then replaced on bulletin board. They can be taken home at the end of the program. Caption: "MEET THE STARS OF SUMMER."

- Large silver (foil covered) stars with pictures or drawings of favorite book characters glued to them are hung from the ceiling on nylon line or mounted on bulletin boards. Caption: "THERE ARE LOTS OF STARS AT THE LIBRARY."

- Mount a map of the universe (National Geographic) on a magnetic board or chalkboard with metal backing. Attach magnets to the back of small paper or model spaceships. The spaceships can be "flown" throughout the universe without damaging the map.

- Divide your bulletin board into four sections. In the first section, have the sun just breaking the horizon and a person reading; in the second section place the sun high in the sky and have a reader under a tree. In the third section the sun should be low in the west and a family can be gathered together for a read-aloud session. In the final panel, show a reader in bed with a book and stars shining through the window. Caption: "ANYTIME IS READING TIME -- DAYBREAK TO STARSHINE."

- On a bulletin board center the rhyme "Star light, star bright..." Have the children draw pictures of their wishes and mount them around the rhyme with some foil covered stars.

- Construct a telescope shape with a child's face looking in the small end and a large smiling star looking in the other. Caption: "FIND STARS AT THE LIBRARY." Alternative: Mount the telescope in one corner of the bulletin board pointing up. the rest of the bulletin board should contain stars with book titles on them or stars cut from book jackets. Caption: "SCAN THE SKIES FOR BOOK STARS."

- Multilingual bulletin board: Cut a spaceship labeled "BATTLESTAR SCHOLASTICS," from construction paper. Mount small spacemen around it. Have the spacemen hold different signs each week describing various activities.

- Plot a child's progress throughout the summer reading club with this bulletin board. On a blue background, mount the caption: "OUTER SPACE...CALLING ALL READERS! Each child puts his/her name on a star when he joins the reading club. As they progress through various levels during the summer, that star is replaced by another one of different color signifying progress. Suggested levels for new stars can be: Yellow - posted when child joins reading club, Red - for reading 10 books, Green - 20 books, Orange - 30 books, Purple - 40 books, and Glitter - 50 books.

- On a dark background, draw a fireworks pattern with white glue. sprinkle with glitter and let dry. Caption: "SHOWER OF STARS."

- Depict popular cartoon character (Charlie Brown, Snoopy, Garfield, Ziggy) sitting by a campfire looking at stick-on star constellations. Caption: "STAR GAZING."

- Place a monkey swinging on a rope or vine from the tip of a star. Caption: "SWING ON A STAR" or "MONKEY SHINES." Include animal books or book jackets.

- Make use of the ceiling in your room. When children read five books have them put their name on a star and put it on the ceiling. For ten to fifteen books have them put their name on a paper plate space ship. Caption: READING STARS IN ORBIT."

- Door decoration: Entrance to the Children's Room could be decorated to look like a space ship.

- Make a bulletin board display with stars in order of their heat intensity: Red, the coolest, through orange, yellow, white and blue, the hottest. As children read throughout the summer they can move a marker (a spaceship with their name on it) from one type of star to another.

- Make a rocket ship out of construction paper and show it lifting off toward the stars. Caption: "REACH NEW HEIGHTS...READ."

- On background of deep blue or black sprinkled with many gold stars and an occasional book jacket, place a small child reading in the foreground. Caption: "THE UNIVERSE IS YOURS."

- Mobile: From various lengths of dowel rods, construct a mobile with star shapes, a sunburst, and the moon dangling from it. These may be constructed of paper, felt, or papier mache. Any general book on mobiles will give details for constructing a dowel rod mobile.

- A space bubble for story time fun can be made by folding a 15x25 foot Visqueen Plastic sheet in half and sealing all seams with duct tape (large roll). Leave an opening about three feet long in the middle. At this point tape on a plastic drop cloth that has been taped to form a short tunnel out of the bubble. Attach the other end of the tunnel to a window fan. When the fan is turned on the bubble will inflate in about two minutes. Cut a door and edge with duct tape in slit fashion opposite the tunnel. The bubble will stay up.

- Easy display ideas: For those lacking time, space, or boxes! Ask the kids who have the best Star War figure collections to lend pieces for a display. Figures may be set in clay or playdough to keep upright. Tinker Toys and other building sets produce everything from aliens to space stations. Invite everyone to help - avid Sci Fi readers of all ages will be delighted to display. Hang stars, moons, planets on windows, ceilings, everywhere. Tooth-picks in styrofoam make neat satellites. Cover a window with black paper and pin-prick holes in constellation patterns for the sun to shine through. And don't forget a sign on the waste basket for "Galactic Garbage" or "Space Junk"!

- Divide bulletin board into areas: Asteroid Belt, Meteor Field, Comet Attack, etc. Children place name tags (stars or space ships) in areas by number of books read or visits made to the library.

- Take pictures of children who visit the library engaged in library activities. Display these on a bulletin board labeled "LIBRARY STARS."

- On a background of blue paper, position a row of stars on which book titles or types of literature (mysteries, science fiction, etc.) have been written. Below the stars mount handprints made by tracing children's hands, with the fingers pointing up. Caption: "REACH FOR THE STARS" or "CATCH A FALLING STAR." Alternative idea: Use book jackets cut into star shapes or book jackets with stars clipped to them in place of those mentioned above.

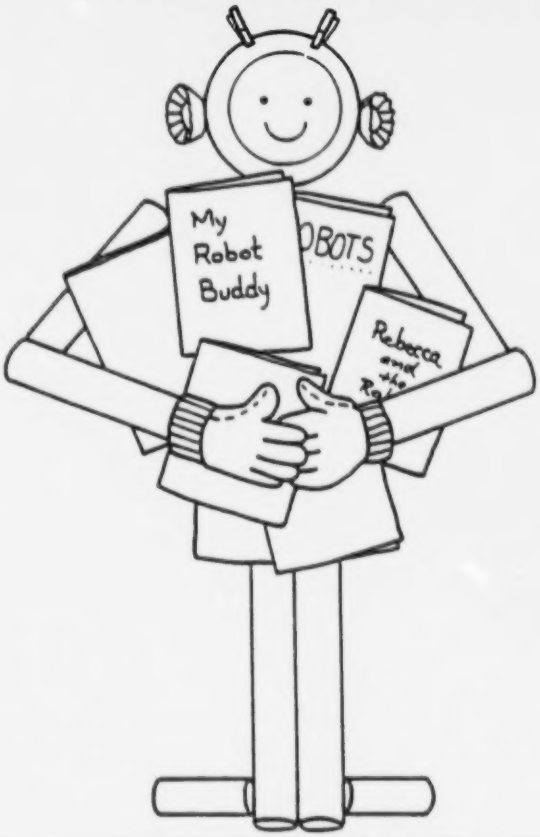
- No bulletin boards? Walls, book shelf ends, and counter fronts are fine. Use three dimensional touches to make displays special -- crepe paper streamers for jet blast, tin foil to cover letters in display or glitter to sparkle stars.

- On a bulletin board covered with dark blue paper, mount a rainbow ending in a big yellow star. Caption: "FROM RAINBOWS...TO THE STARS, THE ADVENTURE CONTINUES."

- Using construction paper stars with photos of program participants in the center of each star, arrange the stars in the shape of the Big Dipper. Caption: "TAKE A DIP INTO BOOKS."

Adapted from the 1984 Illinois Statewide Summer Reading Program.

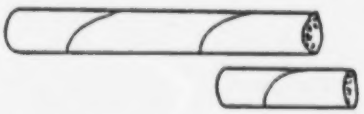
A Reading Robot



Materials

- 1 9" paper plate
- 2 aluminum foil muffin cups
- 2 black buttons
- 2 clothespins
- 6 empty paper towel rolls
- 2 toilet tissue rolls
- Aluminum foil
- Assorted book jackets
- 1 pair garden gloves
- Black felt tip pen
- Red construction paper

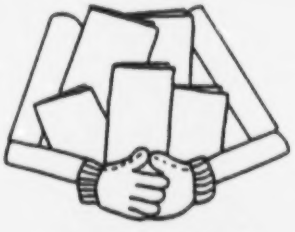
1. Cover the paper towel rolls, tissue paper rolls, and paper plate with aluminum foil.



2. Attach clothespins (or pipe cleaners) to paper plate. Glue buttons to the plate for robot's eyes. Add a smile with a black felt tip pen.

3. Pin the robot's head to the bulletin board. Pin a muffin cup on each side of the head. Staple book jackets overlapping each other.

4. Pin the arm and leg rolls in place. Slip garden gloves on the ends of the rolls.



5. Cut the caption from red letters and staple above the robot.

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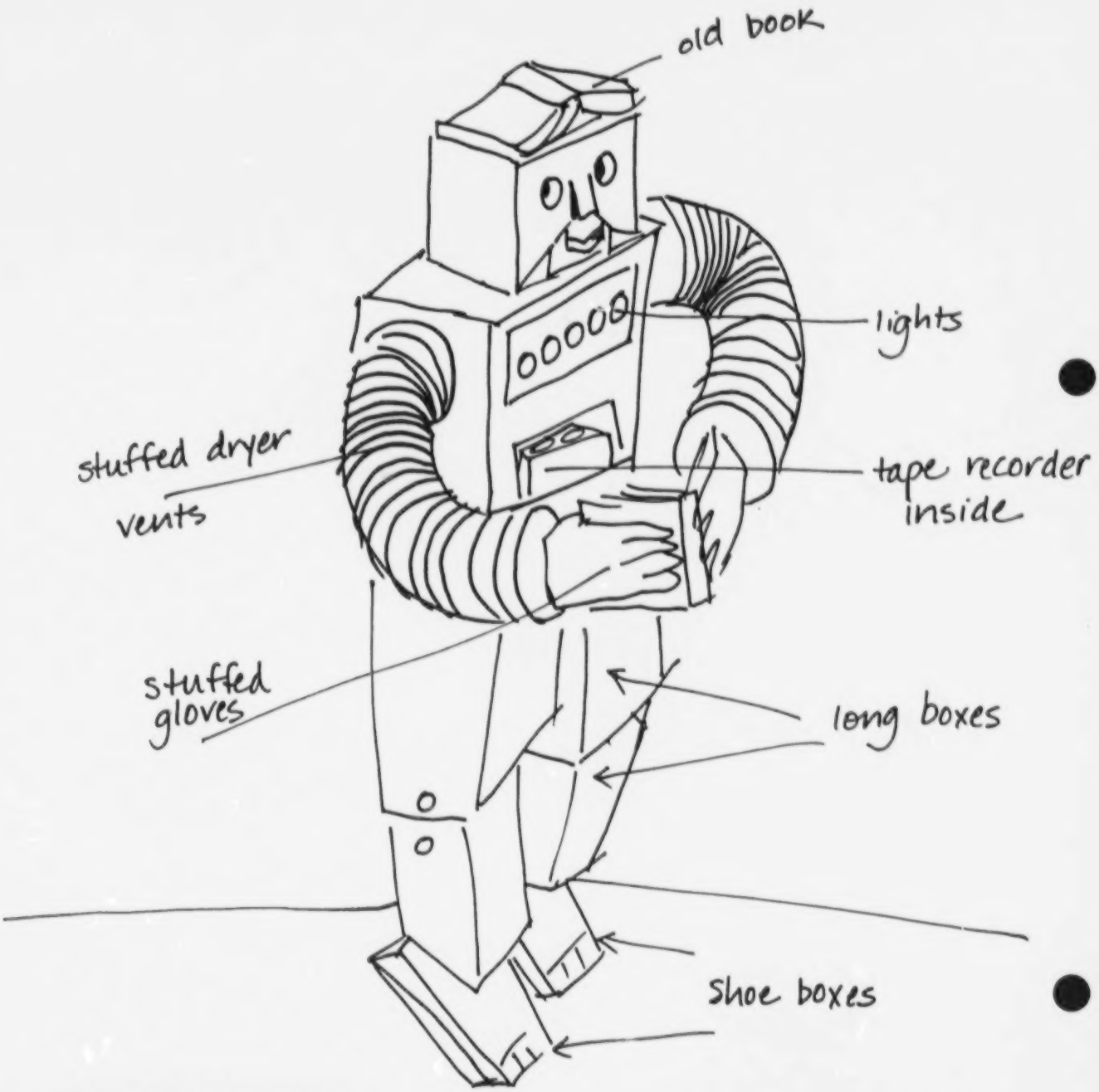
Make Oscar!!!

Use several large boxes to create Oscar. Attach the boxes with heavy tape (book or duct tape) and paint over or cover with aluminum foil. Place him near the front door to greet everyone as they enter. A few Christmas lights blinking behind colored acetate in Oscar's chest and a tape recorded message add to the fun. Maybe you can incorporate the shuttle chute (next page) in one of his legs!



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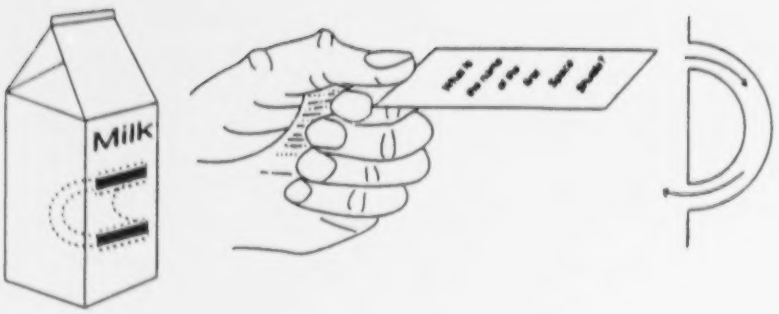
Shuttle Chute

Materials

Paper milk carton
Tape
File cards
File folder
Scissors



1. Cut open one side of the milk carton (or Oscar carton) to access its interior.

2. Cut two rectangular openings in the other side of the carton as shown in the diagrams.

3. Cut two strips of heavy paper from the file folder and bend them into semicircles. Fold the ends of the paper to form tabs for taping. The strips should be wider than the rectangular holed cut in step 2. One strip should be longer than the other as shown in the diagrams.

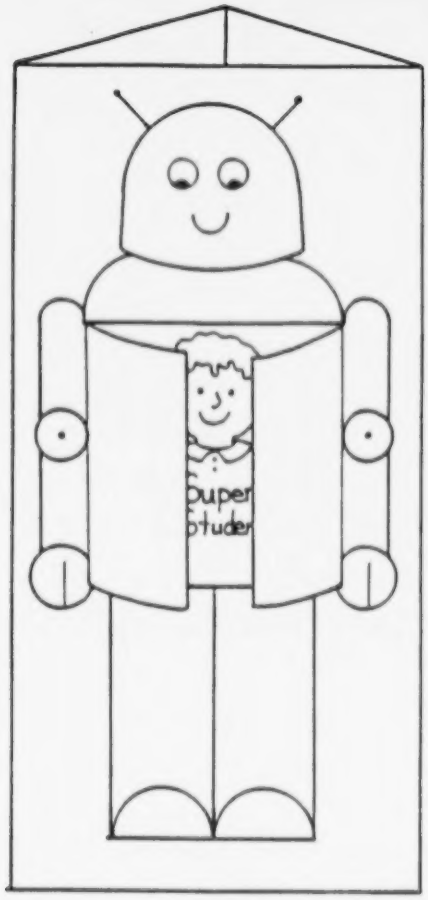
4. Tape the strips around the rectangular holes as shown in the diagram.

5. Seal the back of the carton. Decorate to look like a rocket if you're not using this in Oscar.

6. Make up cards with space questions or riddles. Write the questions on one side of each card and the answers on the other.

7. Children read the questions on the cards. Each card is slipped into the top rectangular hole. The heavy paper strips inside bend the card and invert it before it comes out the lower rectangular hole. The answer to the question becomes visible as the card leaves the chute.

Reprinted courtesy of NASA.

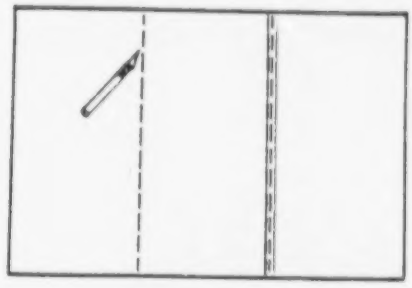


Robot Display Board

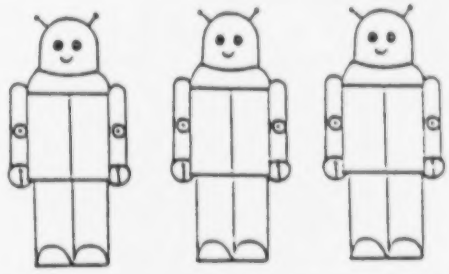
Materials

1/2 sheet poster board
(11" X 24")
3 copies of the Robot Buddy
(next page)
Felt pens or paint

1. Fold poster board into thirds. Score with an exacto knife along fold lines. Reinforce with transparent tape.



2. Copy and color the three robot buddies. Cut on the dotted lines. Open the flaps on each robot's chest.



3. Paste one robot in each section of the poster board. Hide surprises inside each flap.

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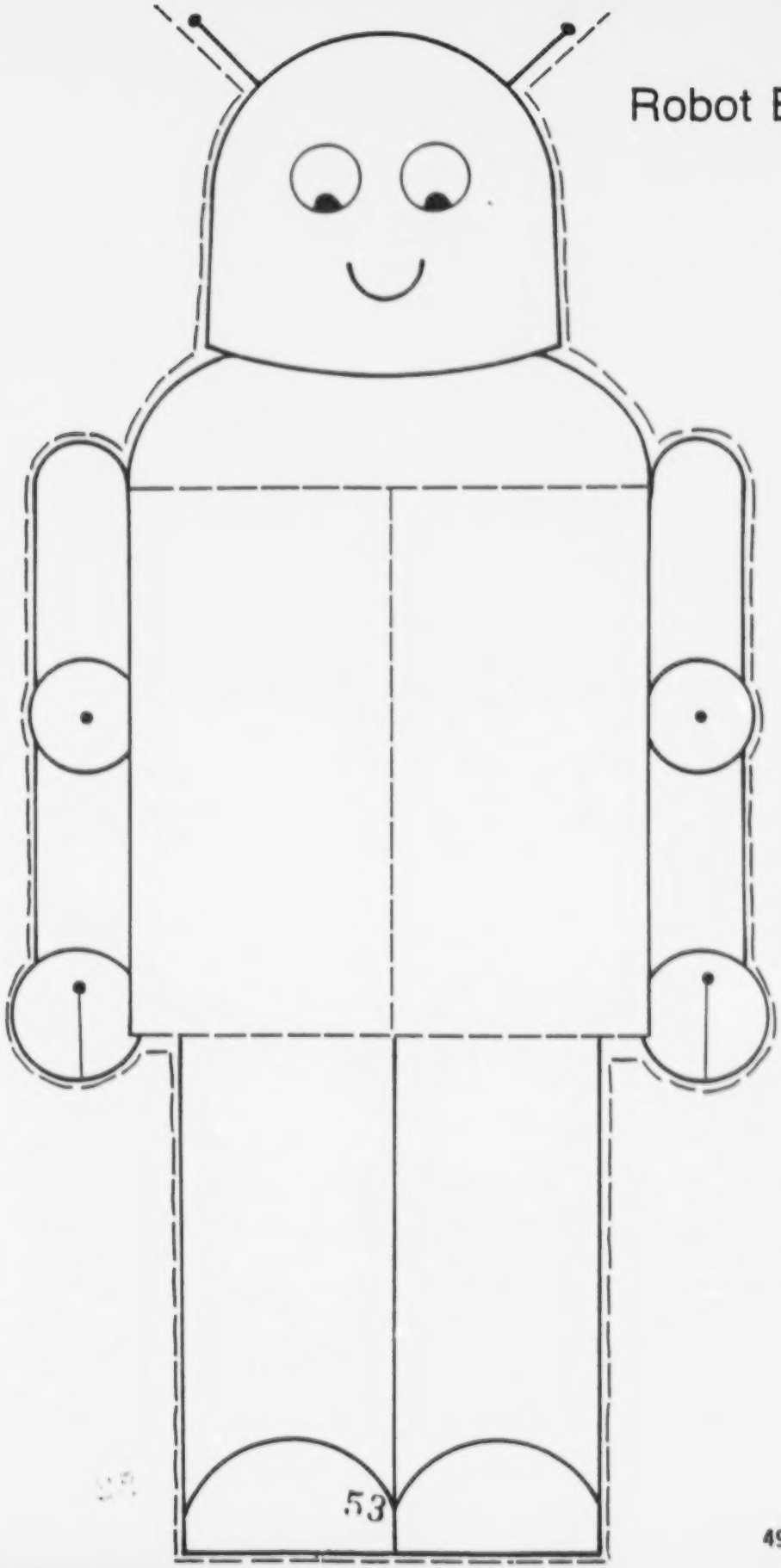
Robot Buddy

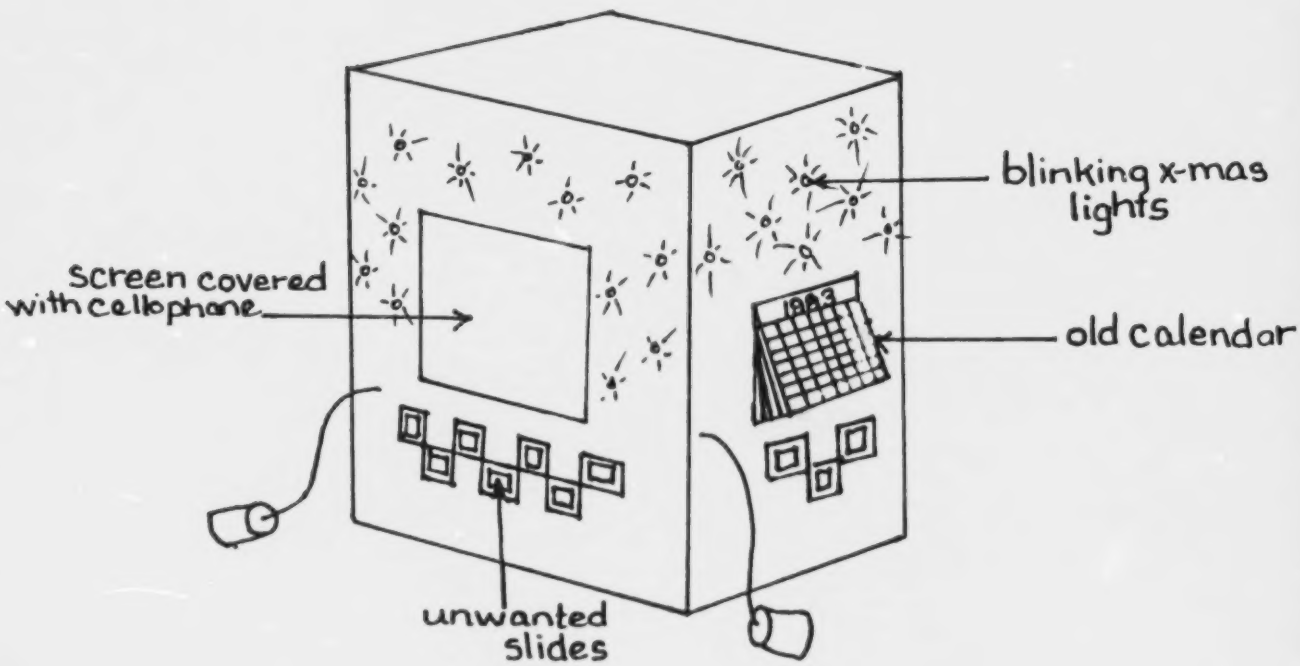


Space Station

Use heavy corrugated cardboard (bulletin board backing would work) and double it to make a sturdy barrel shape. Add cardboard for the nose cone and fins. Cut openings for door and window. Decorate. For smaller space stations use oatmeal or ice cream cartons. If you make it large enough, you can throw in cushions so it can become a reading center.

Space Ship Control Panels

A simple control panel can be made of one side of a large cardboard box (refrigerator size). Attach buttons, cut out shapes and photographic slides. Cut out a window and cover with cellophane or a photo of outer space cut from a magazine. Christmas lights can be poked through holes at random places to blink when plugged in. Attach paper cups or cans on strings for communications. If you use the whole box, four similar panels can be rigged to multiply the fun!



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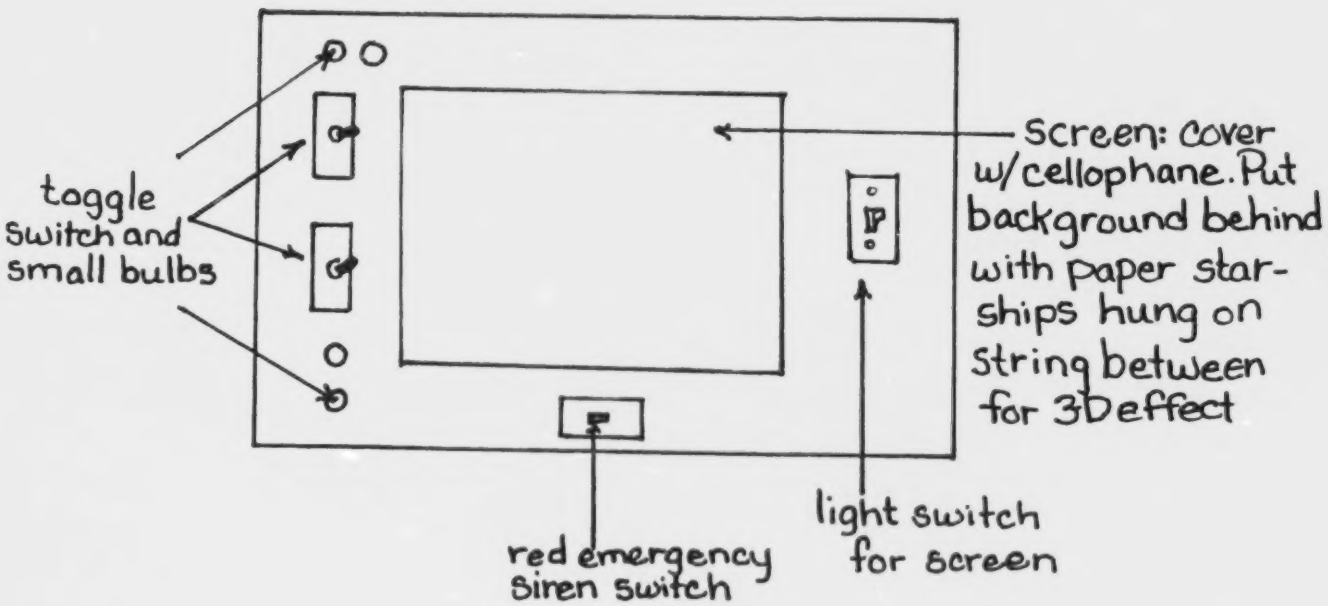
Space Ship Control Panels

A fun control panel can be made of a wooden frame with several toggle switches to light engine lights as well as a viewing screen. Maybe a police siren could be borrowed to add to the effect. (You could always forget to get new batteries as the summer wears on!) Try to find a handyman to build and wire the system for free. Check your junk drawer for more ideas of things you can add!

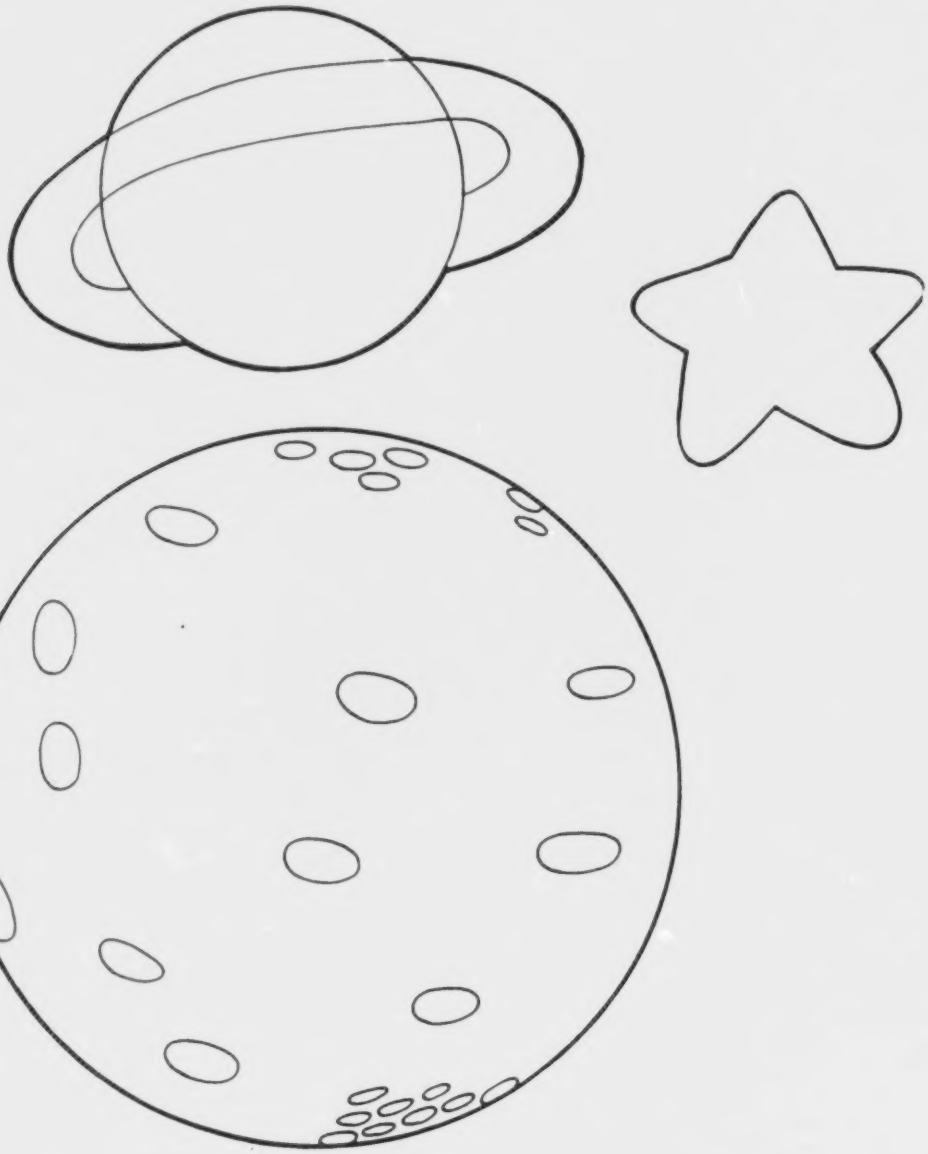

toggle switch and small bulbs
Screen: cover w/cellophane. Put background behind with paper star-ships hung on string between for 3D effect
red emergency siren switch
light switch for screen

Adapted with permission from the 1983 Summer Reading Program.

PATTERNS

Photocopy some of these patterns on colored paper, cut out, and have each child who reads ten books sign his or her name. Put on bulletin board or hang around room.

These would make good coloring sheets to hand out.



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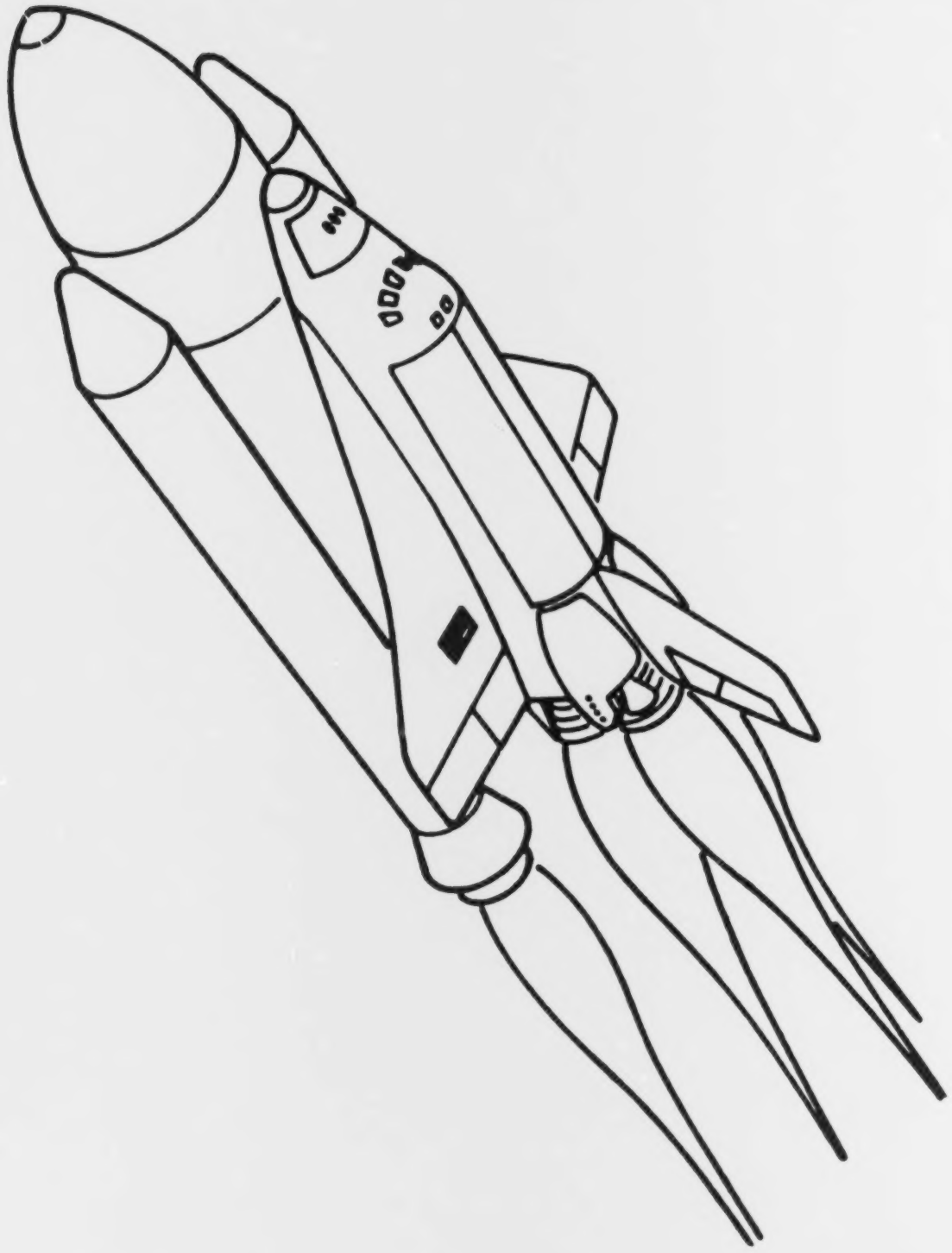

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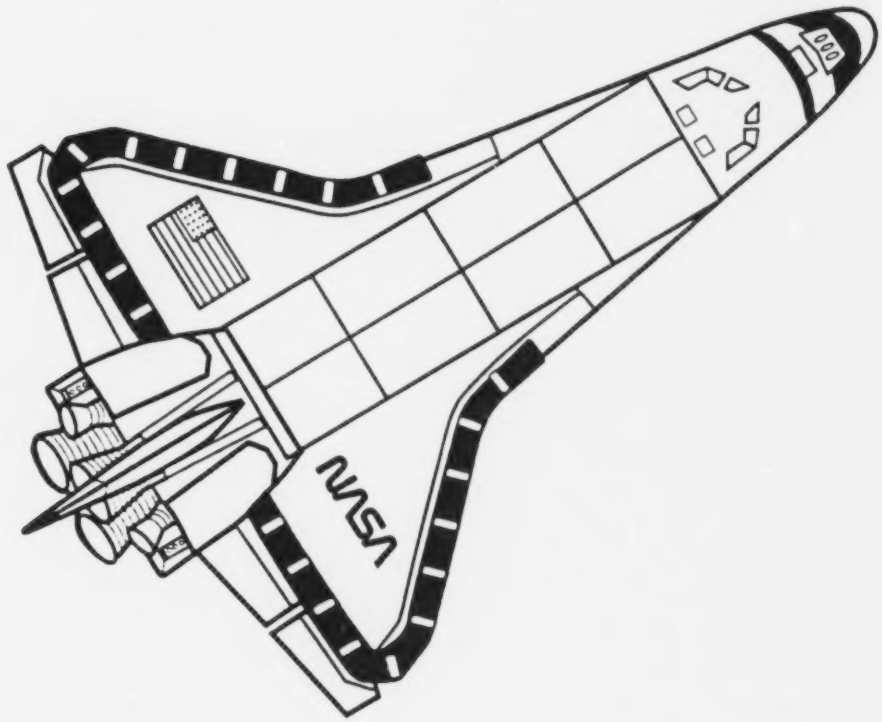

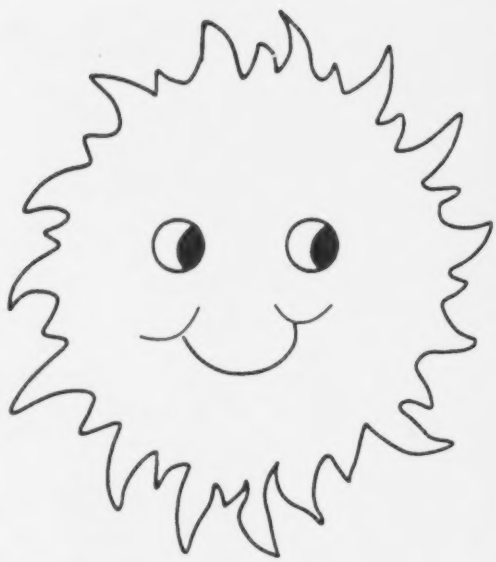

Reprinted from "Spacecraft Fact Sheets" Kennedy Space Center, NASA.

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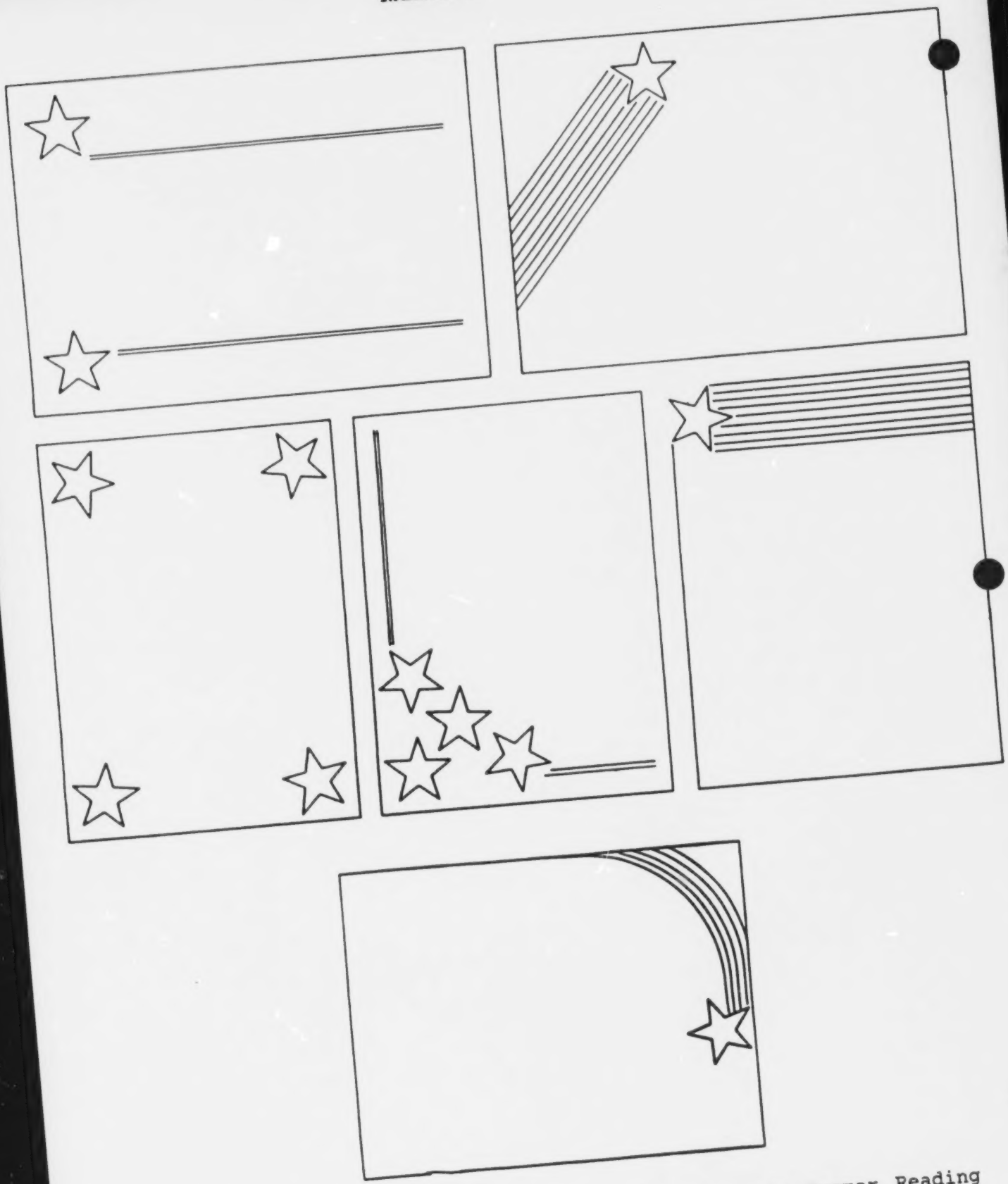

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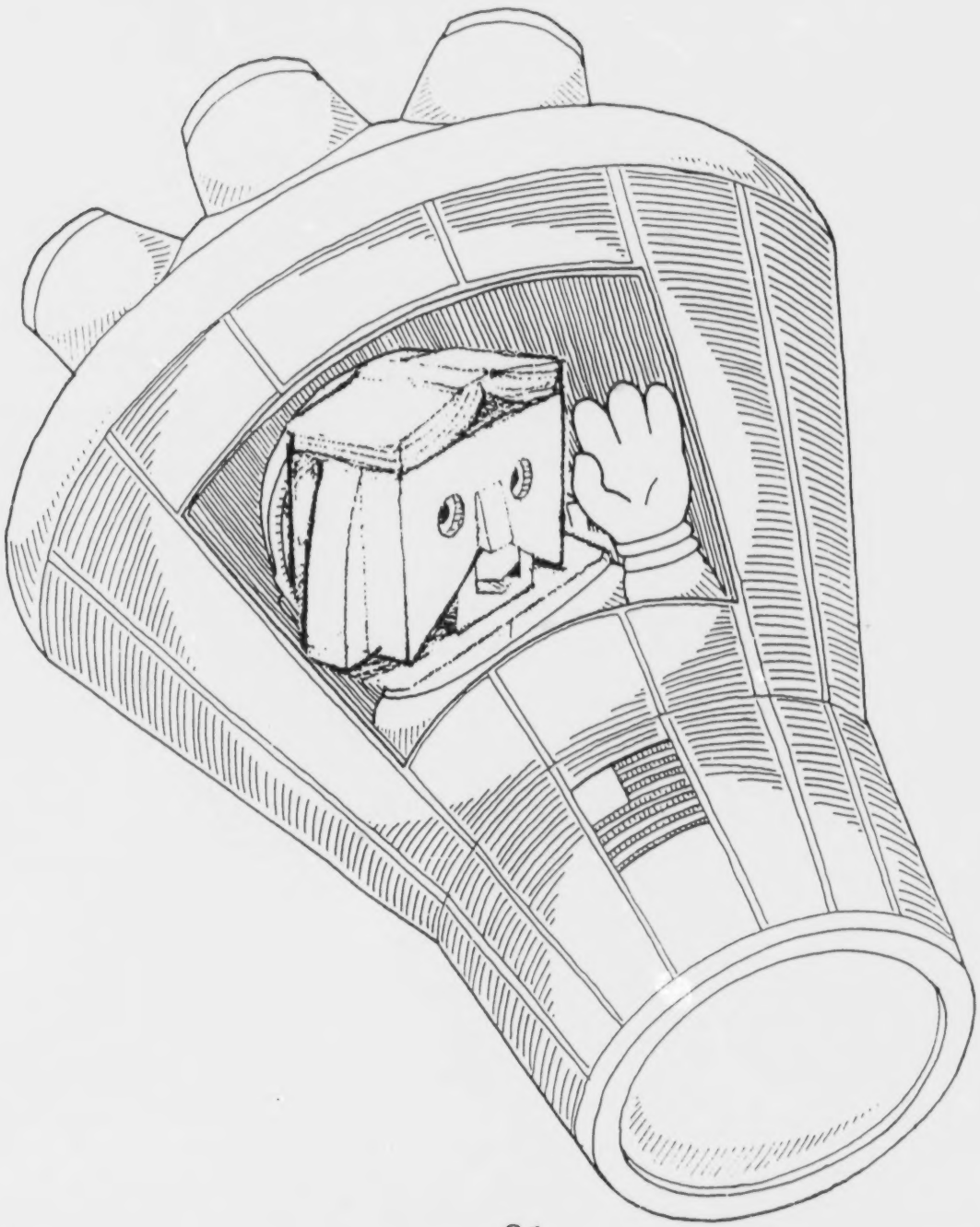
CLIP ART

One of the simplest ways to improve library communication is to create printed materials to convey your message. Clip art can assist in the creation of products such as flyers, posters, newsletters, bookmarks and other forms of visual communication.



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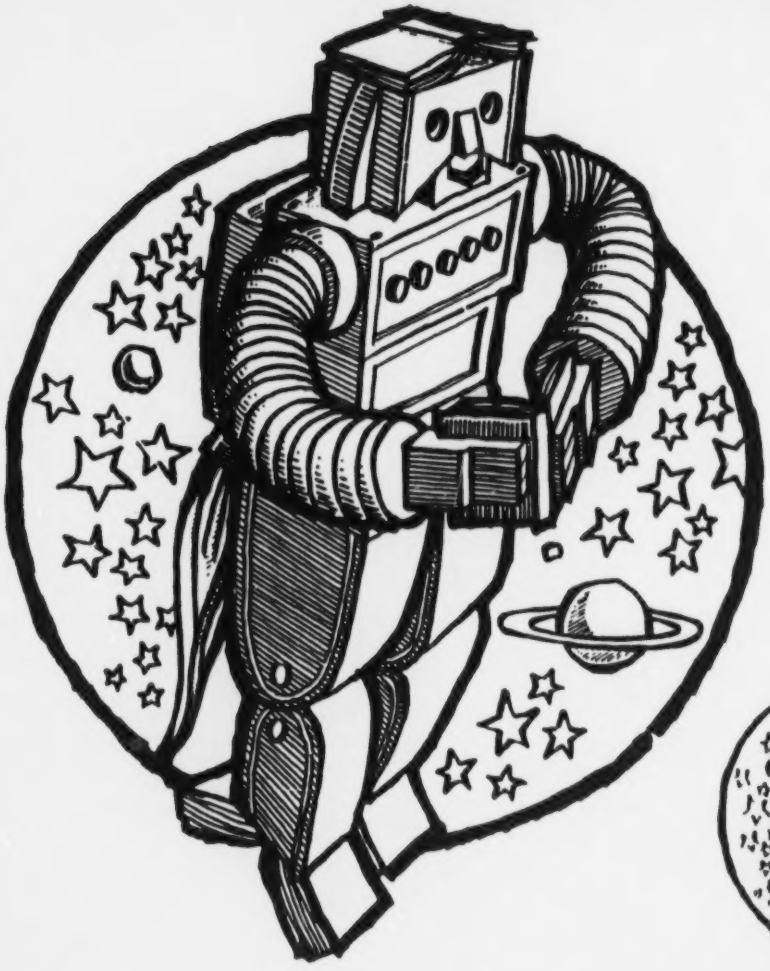

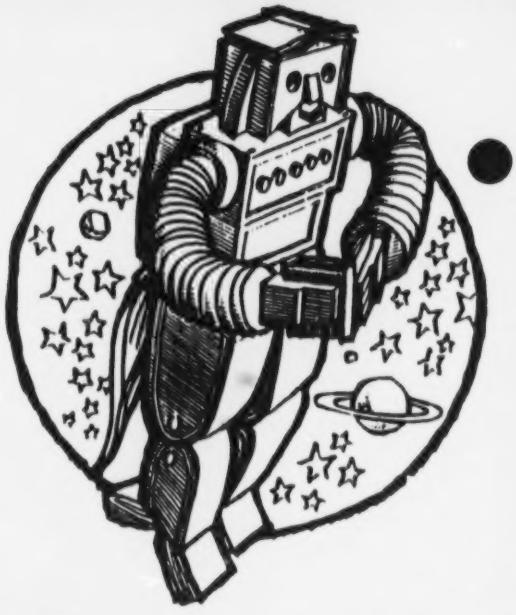

OUTER SPACE
CALLING ALL READERS

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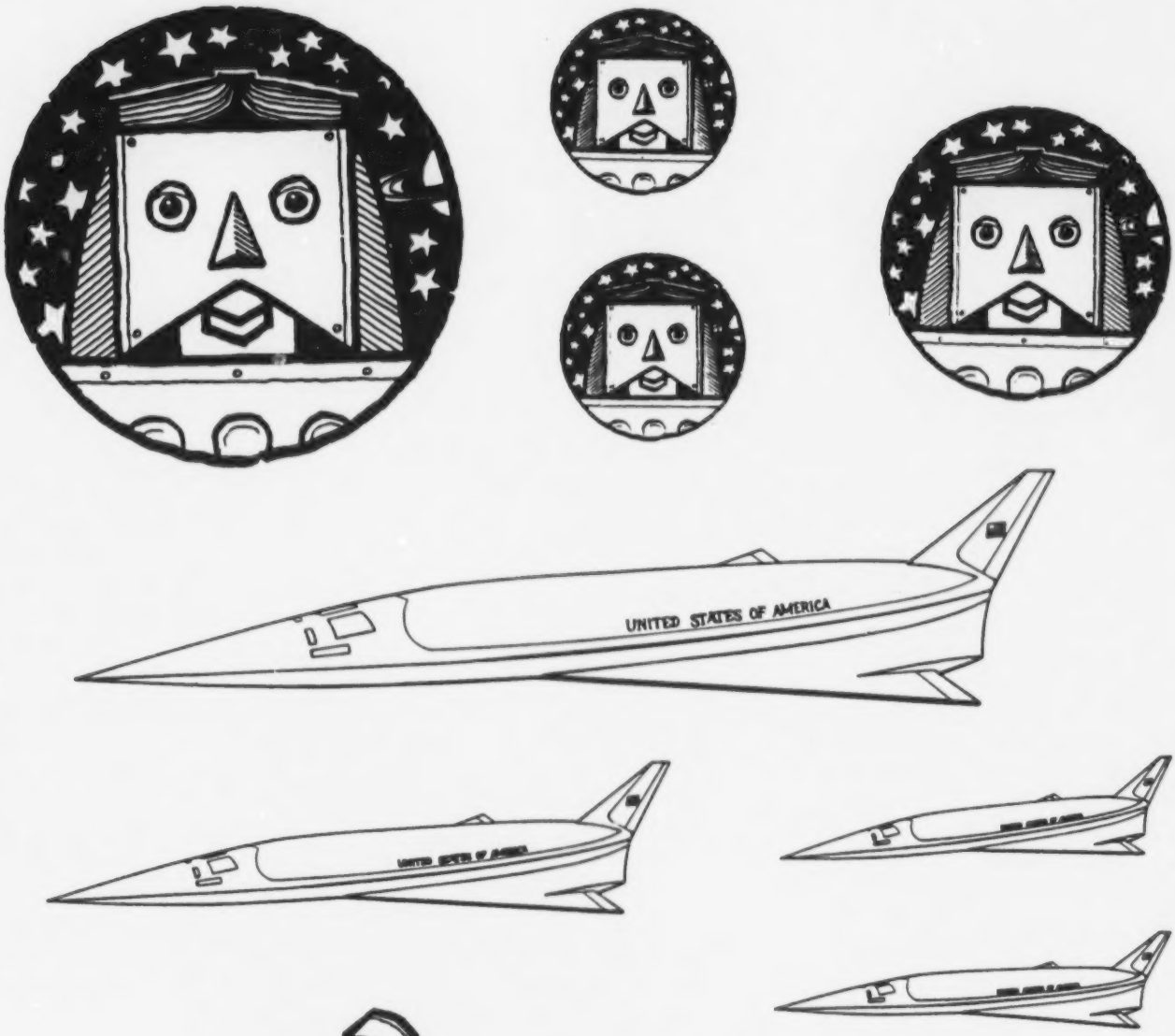

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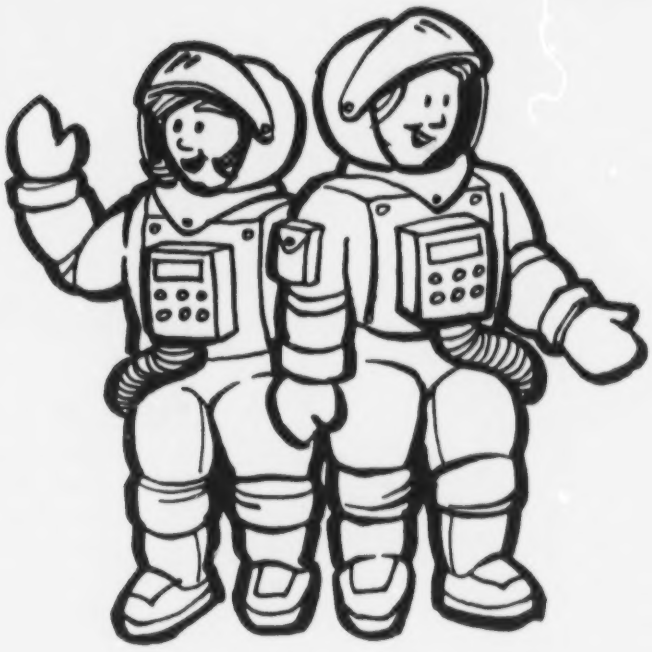

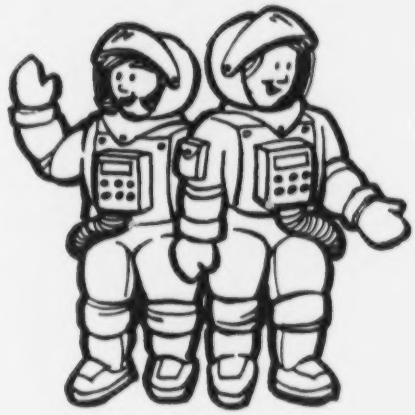

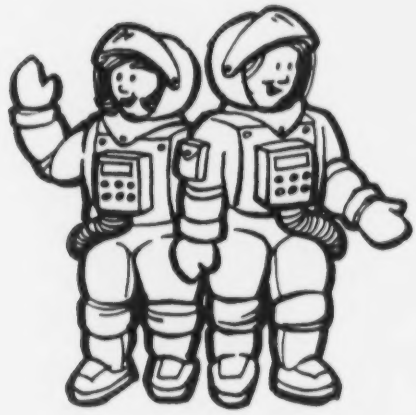

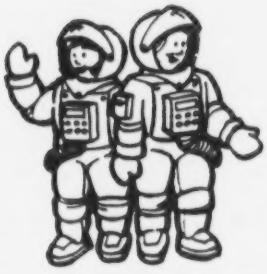

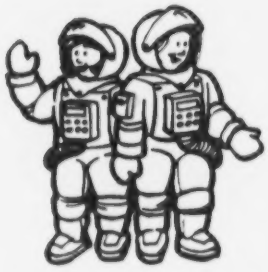

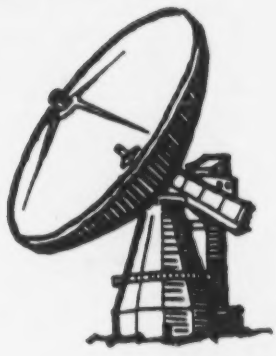

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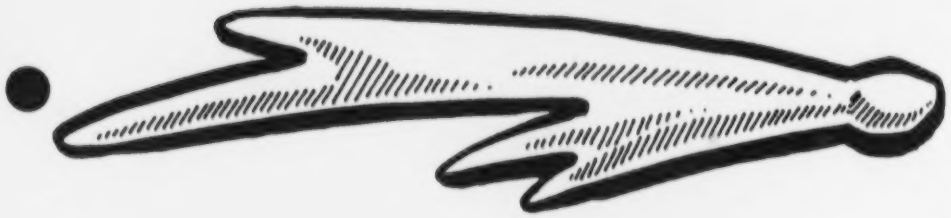

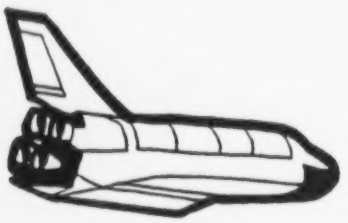

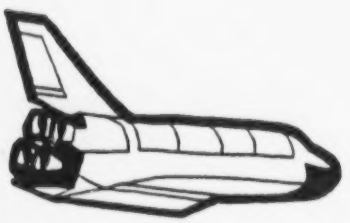

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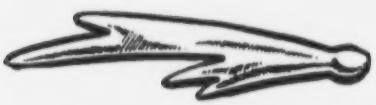

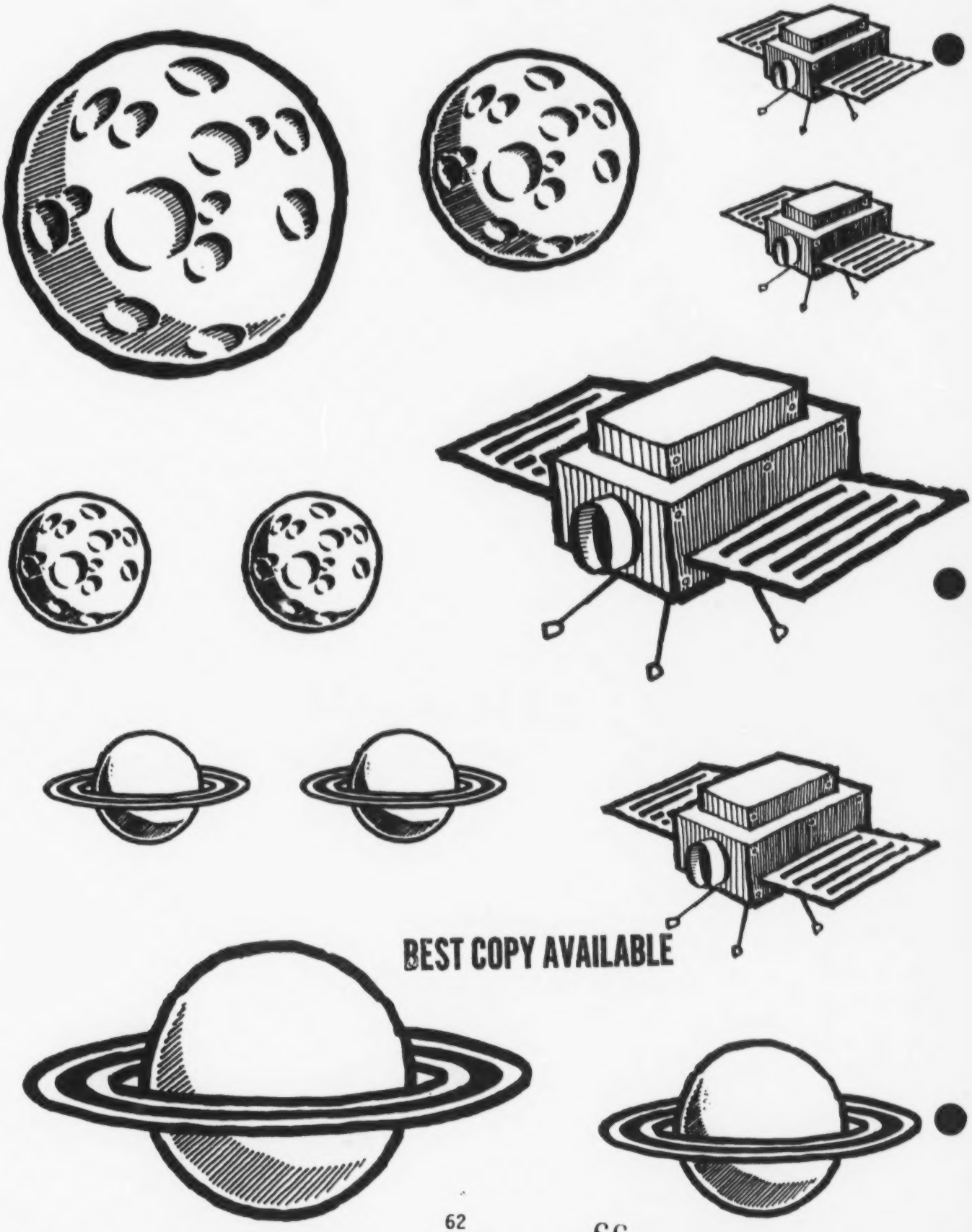

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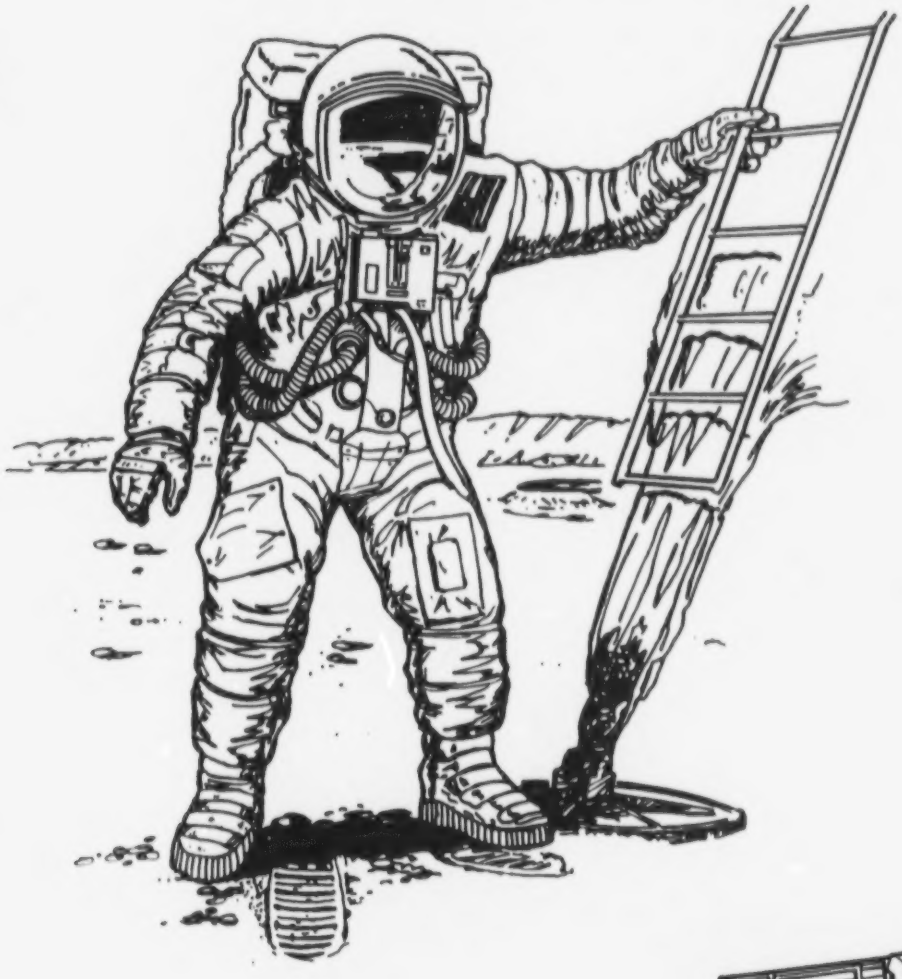

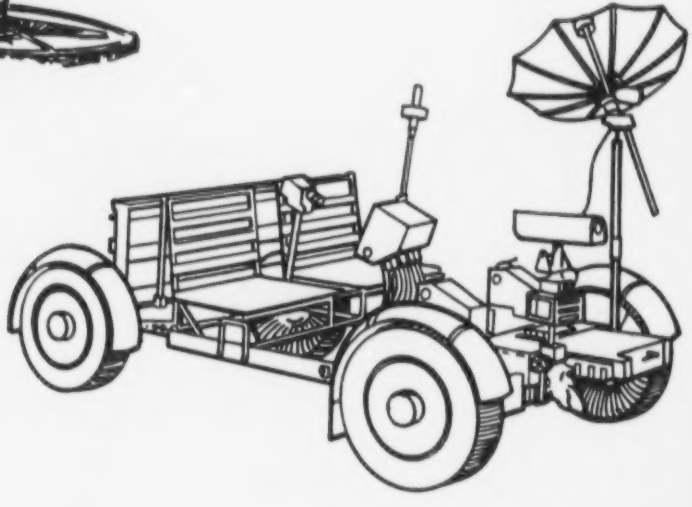

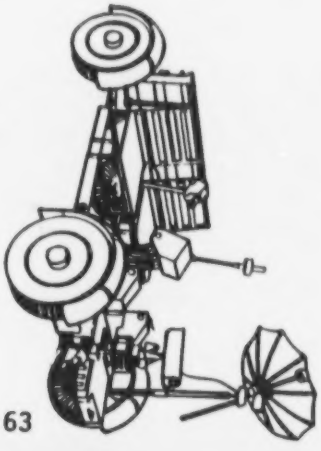

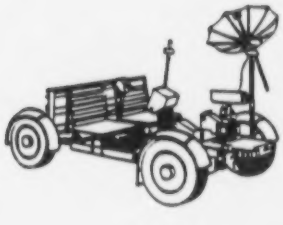

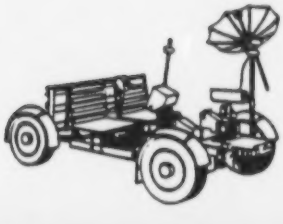

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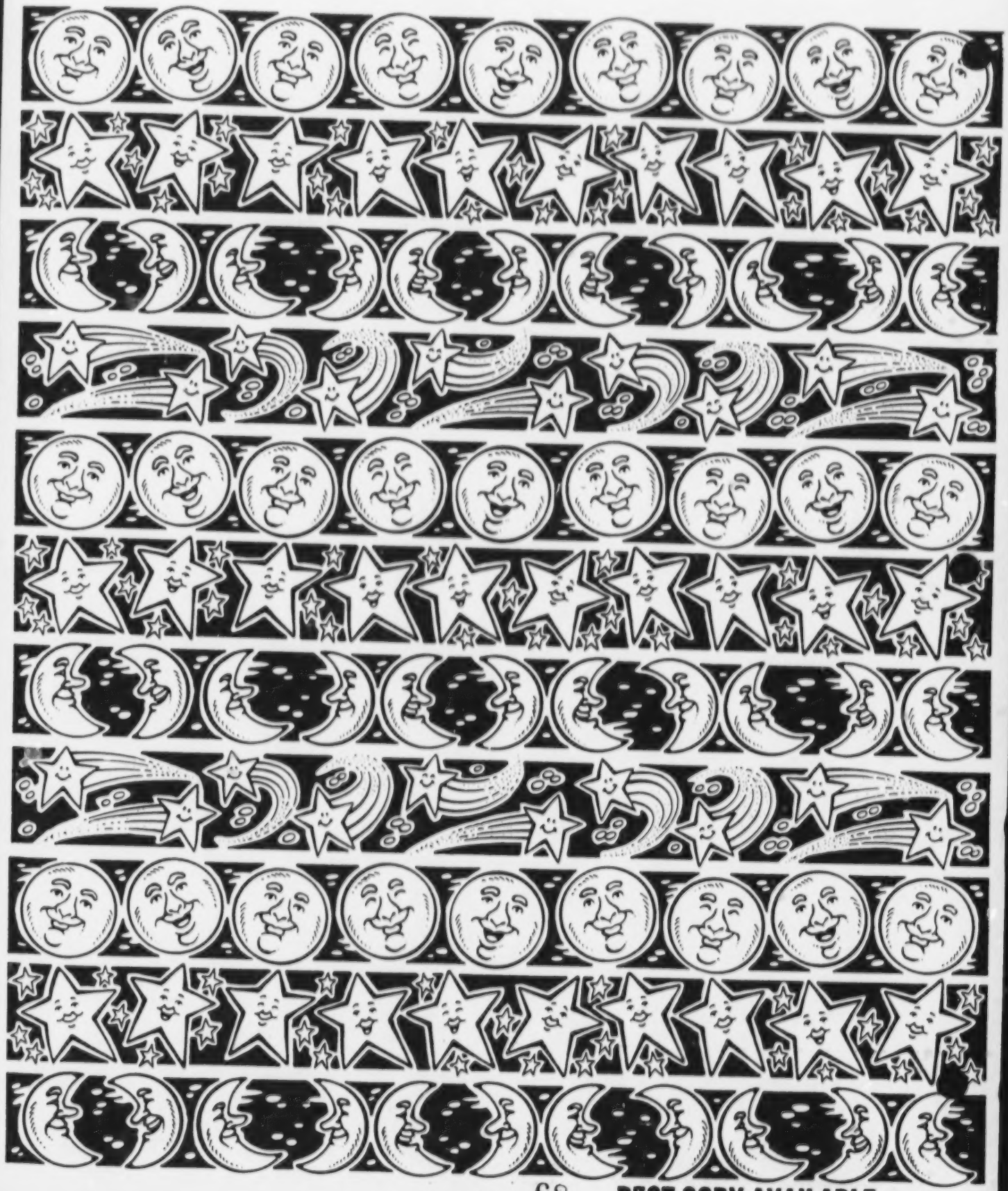

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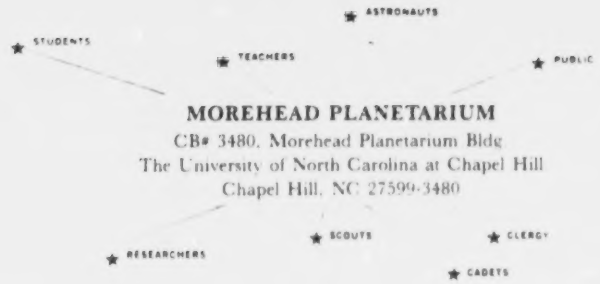

MOREHEAD PLANETARIUM
CB# 3480, Morehead Planetarium Bldg
The University of North Carolina at Chapel Hill
Chapel Hill, NC 27599-3480

Press Release Draft

Contact Dr. Lee T. Shapiro
962-1237

For Immediate Release

SUMMER READING PROGRAM GETS SPECIAL DAY AT MOREHEAD PLANETARIUM

Children participating in the 1991 Summer Reading Program at _(your library's name)_ Library can participate in a special day of astronomical activities at the Morehead Planetarium in Chapel Hill.

"Fire From the Sky Day" is scheduled for Saturday, August 10, 1990. It is part of the summer reading program's "All spaced out" theme for 1991. The program is intended to encourage children to learn more about astronomy and space through reading and special activities at libraries throughout the state.

Children who sign up receive special materials designed by a committee composed of librarians across the state. Resources have also been provided by the Education Division of the Morehead Planetarium of the University of North Carolina at Chapel Hill. From July 27 through August 12, 1991, children can also see a Star Theater presentation at the Morehead Planetarium for half price using a coupon available at _(your library's name)_ Library.

Participants who visit the Planetarium on "Fire From The Sky Day" will also get the opportunity to learn more about meteors, meteor showers, and meteorites. There will be four special presentations in one of the Planetarium's exhibit halls where you will get the chance to actually handle those relics of outer space, meteorites. Participants will also receive materials about when and how to observe meteorites, and an explorer's guide to find astronomical information from Planetarium exhibits.

# # #

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MAJOR METEOR SHOWERS

Approximate Date of Maximum	Shower Name	Average # Per Hour	Constellation Radiant	Comet Responsible	Quarter Maximum
January 3	Quadrantids	40	Bootes		14 hours
Narrow stream but usually one of the best showers of the year.					
April 22	Lyrids	15	Hercules/Lyra	Thatcher	2.3 days
Earliest recorded of all major showers now known.					
May 5	Eta Aquarids	25	Aquarius	Halley	3 days
Better viewed in the southern hemisphere.					
July 8	Capicornids	15	Capricornius	Honda/Mrkos/Pajdusakova	broad
Diffuse group of streams of meteors.					
July 29	Delta Aquarids	20	Aquarius		broad
Diffuse group of streams of meteors.					
August 12	Perseids	50	Perseus/Cassiopeia	Swift/Tuttle	4.6 days
Second best meteor shower of the year.					
October 8	Draconids	17	Draco	Giacobini/Zinner	1 hour
Very narrow stream with meteor storms second only to Leonids.					
October 10	Orionids	25	Orion/Gemini	Halley	2 days
About the third most reliable shower.					
November 5	Taurids	12	Taurus	Encke	broad
Broad maximum about November 3-13.					
November 14	Andromedids	10	Andromeda	Biela	broad
November 14-20	Leonids	12	Leo	Temple/Tuttle	4 days
Usually sparse shower, but with spectacular storms every 33 years (next 1999).					
December 13	Geminids	50	Gemini		2.6 days
Currently the best of the meteor showers and may be viewed all night long.					
December 22	Ursids	10	Ursa Minor	Tuttle	2.2

MOREHEAD PLANETARIUM UNC-CHAPEL HILL
Morehead Planetarium
CB#3480, Morehead Plan. Bldg.
UNC-Chapel Hill
Chapel Hill, NC 27599-3480

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It's MAGIC... CAROWINDS

For the past ten years Carowinds has participated in the North Carolina Summer Reading Program. Carowinds is proud to continue this association with the libraries in the State of North Carolina by sending libraries materials to use as incentives for the children to become involved in the Summer Reading Program. It is our hope first to encourage students to participate in the Summer Reading Program and second to reward them for their accomplishment.

Carowinds will provide:

- Coupons for discounted admission into Carowinds Theme Park just for participating in the Summer Reading Program. Children seven years and older receive sheets of coupons to be used by them, their family and friends, admitting them into Carowinds for just $15.95 (that's $4.00 off our regular general admission of $19.95). These coupons are valid July 22 - August 18, 1991.

- Carowinds will donate 2 FREE admission tickets to each participating library to be used as a reward for your top summer reader!

- Carowinds will again offer appearances by Scooby Doo, Yogi Bear and other Hanna-Barbera characters. Remember, these visits are so popular they're offered on a limited basis, so make your request early. (**Please note:** Due to scheduling difficulties, the Hanna-Barbera characters will be offered to participating libraries within a 60-mile radius of Carowinds Theme Park only.)

- Colorful posters will be supplied by Carowinds to encourage children to participate in your Summer Reading Program.

- Again in 1991! Carowinds will award the librarian that sends the most readers to Carowinds a cash prize! Details on how your library can qualify are included in the Carowinds Summer Reading Days brochure.

- A suggested reading list will be sent to each participating library including the reading list relating to each of the themed areas of Carowinds.

- Finally, as an extra reward for those children who successfully complete the Summer Reading Program at their library, we are once again offering the "Outstanding Reader of The Year" award. Children are nominated by the librarians and the child whose name is drawn will receive special gifts.

We hope that you and your readers will take advantage of the 1991 Carowinds Summer Reading Days. We are proud to be a part of your program and hope to encourage readers to participate in your Summer Reading Program by using a fun trip to Carowinds as an incentive!

For more information write to: Paul Lemmon, Carowinds Summer Reading Program, P.O. Box 410289, Charlotte, NC 28241-0289 or call toll FREE (800) 822-4428 or (704) 588-2606 ext. 2632

BUSCH GARDENS®

THE OLD COUNTRY • WILLIAMSBURG, VA.

presents

Summer Reading Spectacular

Busch Gardens is proud to be a part of the North Carolina 1991 Summer Reading Program. This year, Busch Gardens a 'ds to the excitement of "Exploratory Studies" as we help North Carolina Summer Readers discover Europe of the 17th century. Librarians can look forward to receiving:

- "Faraway Places" a free loan film/video and accompanying teaching unit available to libraries upon request. Imagination and creativity are untapped resources that are often neglected in today's technological society. The purpose of this one-of-a-kind educational unit developed by educators and child psychologists is to stimulate a child's imagination as well as encourage self-expression.
- "A Look at The Old Country" Busch Gardens' suggested reading list for all ages of interesting stories, fact or fancy, of 17th century Europe including fairy tales, folk tales, plays, classical novels, historical novels, and more!
- Colorful posters and brochures announcing this event to all your readers.
- Summer is meant for activity and Busch Gardens provides discount bookmark coupons for all your readers to explore the beauty and excitement of Europe on this side of the Atlantic. Summer Readers, their families and friends can visit Busch Gardens at $5.00 off the regular admission price August 1 -25, 1991.
- The Old Country Activities Packet including special activities for your young readers.
- "Busch Gardens Most Outstanding Reader Award" to be given to your best reader. Winners from all libraries will be eligible for the Grand Prize drawing to win 8 (eight) complimentary admissions to Busch Gardens and $40 worth of Old Country Currency.

Help your readers visit the magic of 17th century Europe with their imagination and Busch Gardens, The Old Country.

For more information, please contact
Busch Gardens, The Old Country
One Busch Gardens Blvd.
Williamsburg, VA 23187-8785
(804) 253-3350.

QUESTOR NEW in 1990

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PROGRAMS

Included in this Chapter:

Programs for Toddlers and Preschoolers
Programs for Schhol Age
Programs for All Ages

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OUTER SPACE STORYTIME

Age: Toddler

Books: I Want to be an Astronaut - Barton, Byron
Tom and Pippo See the Moon - Oxenbury, Helen
What Next, Baby Bear - Murphy, Jill

Film: (Choose) Mole and the Rocket - 10 min.
Happy Birthday Moon - 7 min.

Flannelboard: Twinkle, Twinkle, Little Star
(patterns and fingerplay follow)

Fingerplays: Inside a Rocket Ship
Inside a rocket ship,
Just enough room.
Here comes the countdown ---
10,9,8,7,6,5,4,3,2,1,0
And ZOOO-o-o-o-o-o-o-oom!

Ten Little Astronauts
1 little, 2 little, 3 little astronauts
4 little, 5 little, 6 little astronauts
7 little, 8 little, 9 little astronauts,
10 little astronauts.

They jumped into the rocket and zoomed to the moon
" " " " "
" " " " "
Ten little astronauts (jump with hands, sweep arm zooming)
They stopped at the moon and took a walk
" " " " "
" " " " "
Ten little astronauts (walk with fingers)

Activity: Choose from the following activities:

1. Black paper & white chalk drawing.
2. Reproduce sun, moon, and let them color.
3. Bring already-cut grocery bags and let them color for space helmets.

- Elizabeth Hurd and Tammy Miller

Twinkle, Twinkle, Little Star

Twinkle, twinkle, little star
How I wonder what you are
Up above the world so high
Like a diamond in the sky
Twinkle, twinkle little star
How I wonder what you are

(Let children put up stars as you say rhyme. Put tree and house below.)

- Tammy Miller

THE MOON

Age: Toddler

Books: Maggie's Moon - Alexander, Martha
Moongame - Asch, Frank

Song: "Climb Aboard the Spaceship"
Sung to: "Eensy, Weensy Spider"

Climb aboard the spaceship,
We're going to the moon.
Hurry and get ready,
We're going to blast off soon.
Put on your helmets
And buckle up real tight.
Here comes the countdown,
10-9-8-7-6-5-4-3-2-1 - BLAST OFF!

(Let the children act out the movements as they sing the song.)

by Elizabeth McKinnon

Exercise: Trip to the Moon

Cut square face holes out of the sides of paper bags. Let the children decorate the bags with crayons to make space helmets. Then have them put on their helmets and "blast off" for an imaginary trip to the moon.

On the way, have them float around weightlessly in their space capsule. When they land on the moon, have them leap and float in slow motion as they pretend to plant a flag, collect moon rocks and take pictures of their surroundings. Then let them make the return journey back to earth.

Craft: Moonscapes

Let the children glue assorted sizes of dried beans on squares of cardboard. When the glue has dried, have them lay pieces of aluminum foil on top of their cardboard squares and fold the edges of the foil around the backs of their squares. Then have them gently press the foil down around the beans to create textured silver "moonscapes."

Food: Vegetable Astronauts

At snacktime cut vegetables such as celery, cucumbers and zucchini into different sized chunks. Then provide the children with toothpicks and let them put the chunks together to create "vegetable astronauts." (Note: Have the children remove the toothpicks before eating their snacks.)

Variation: Use cubes of cheese instead of vegetable chunks.

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STARS

Age: Toddler

Books: Dawn - Shulevitz, Uri
The Sky Is Full of Stars - Branley, Franklyn
Watch the Stars Come Out - Levinson, Riki

Song: "Twinkle, Twinkle, Little Stars"
(Sung to : "Music, Music, Music")

Twinkle, twinkle, little stars
Friends of Jupiter and Mars,
All you do the whole night through
Is twinkle, twinkle, twinkle.
Shine, oh, friends of mine,
If wishes really, really do come true,
I will wish tonight on you.
Please, oh please, oh please come true,
The wish I wish tonight on you,
Then tomorrow all day through,
I"ll twinkle, twinkle, twinkle.
--by Jean Warren

Song: "The Stars Are Shining Bright"
(Sung to: "The Farmer in the Dell")

The stars are shining bright,
See their twinkling light.
When you see the sky at night,
The stars are shining bright.
--by Gayle Bittinger

Activity: Wish Upon a Star

Cut a star out of cardboard and cover it with foil. Tell the children that it is a special wishing star and that whoever holds it gets to make a wish. Then give the star to one child and let him or her make a wish. Pass the star around the group until everyone has had fun making a wish.

Food: Star Cookies

Use a favorite recipe to make sugar cookies. Let the children roll out the dough and use the star-shaped cookie cutters to cut out star cookies. Arrange the cookies on a cookie sheet and let the children sprinkle them with colored sugar crystals before baking.

Star Sandwiches

Let the children use star-shaped cookie cutters to cut stars out of pieces of bread. Have them spread softened cream cheese on their stars before eating.

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TODDLER PROGRAM IDEAS

Toddler Craft Idea - Make your own sky scene with stars and moon -Use regular 8 1/2 x 11" size construction paper and use one black or dark blue sheet. Cut a crescent moon shape that will fit on the sheet of dark paper out of yellow construction paper. Buy some rolls of adhesive back stars that are press and apply. You can find these at an office supply store. Give each child one sheet of dark construction paper, 10 or 15 press and apply stars and the crescent moon with a piece of tape on the back. Tell each child to make his own sky by putting the moon anywhere on the paper and adding the stars. This can be done at regular Toddler Time or as a Bedtime Storytime.

- Rebecca Sue Taylor

Toddler Storytime Idea - Use the book What Next, Baby Bear? by Jill Murphy, Dial Books for Young Readers, 1984 and bring in several large cardboard boxes and pretend they are rockets.

- Tammy Miller

Take-Home Activity - Provide children with paper bags (plain ones so that children can decorate the outside and big enough to stash lots of materials. Have sticker, star cutouts, pictures of airplanes available for them to glue on the bags. Fill the bag with maps so the children can plan "let's pretend" trips, "play" airplane tickets, boarding passes, travel brochures. This will be a fun project to put together at home, school, or in the library. It may be enjoyed again and again as young travelers re-enact taking an airplane trip.

Reprinted with permission from Full Speed Ahead, by Jan Irving.

Adapt this take-home activity to outer space by using rockets rather than airplanes. Instead of paper bags create suitcases out of construction paper. Fold sheet in half, staple sides and cut out a handle. Stickers with destinations on them can be used instead of pictures and cutouts.

LET'S GO ON A SPACE TRIP!

Age: Preschool

Books: I Want to Be an Astronaut - Barton, Byron
Harold's Trip to the Moon- Johnson, Crockett
Magic Moon Machine - Moncure, Jane Belk
Curious George Gets a Medal - Rey, H. A.
Alistair in Outer Space - Sadler, Marilyn
Moon Man - Ungerer, Tomi
Company's Coming - Yorinks, Arthur

Fingerplays: Moon Ride
p.56-57, Ring- A- Ring O' Roses, c. 1971.

Five Little Spacemen

Five little spacemen	(Hold up one hand)
going to the moon	(Point overhead)
Hurry up guys,	
We're leaving soon!	(Make beckoning motion)
I'll collect the tickets,	(Point to yourself)
You drive the ship.	(Point to children)
Let's take our friends	
on an outer space trip!	(Children crouch down, then jump up and say "Zoom!")

Nametags: Give children rocket-shaped nametags; they can go on their own space trips.

Craft: Make an astronaut helmet using brown grocery paper bags. (This is also a viable craft for toddlers.) Cut face holes in the grocery bags before storytime. Let the children use crayons, markers and adhesive stickers to design their space helmet.

OR

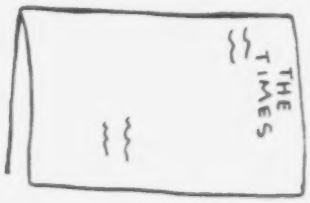
Give children newspaper hats (already folded) and hand out moon patterns which they can stick in the brim of their hat to create a "moon hat." (A good craft with toddlers.) To increase the participation level have the children decorate their hat and/or moon pattern. Directions follow.

Food: Give the children a cup of Tang, the drink of astronauts.

- Carol Tompkins and Satia Orange

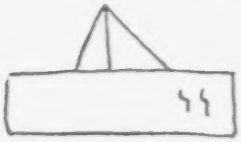
DIRECTIONS FOR NEWSPAPER HAT

Take one sheet of newspaper already folded in half.

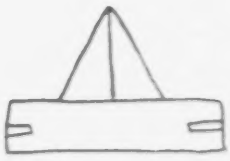


Fold corners down

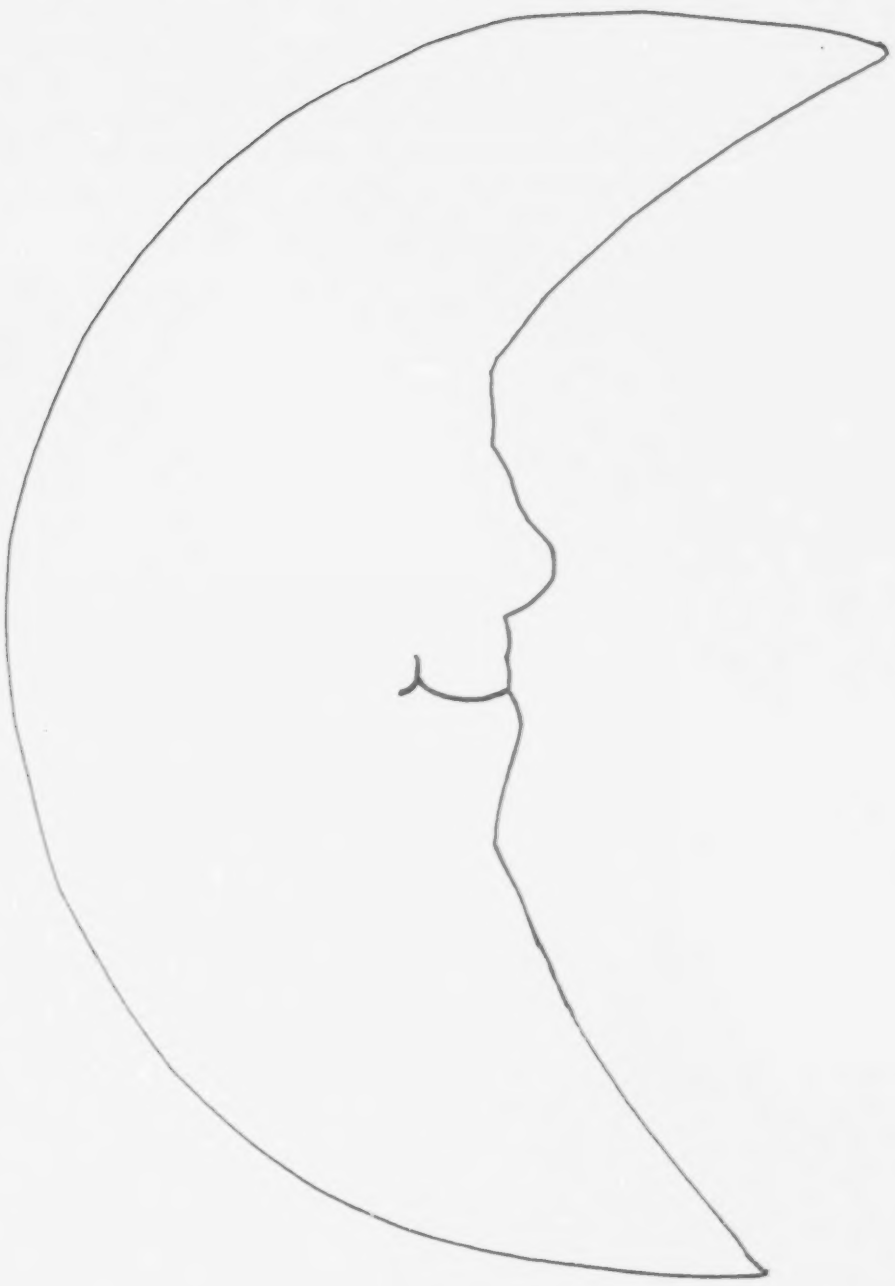
Fold bottom piece up twice. (First in half lengthwise, then up again.)



Tape ends so hat will stay together.



- Cal Shepard



- Sylvia Hauser

WHERE DOES THE MOON LIVE?

Age: Preschool

Books: Maggie's Moon - Alexander, Martha
What the Moon is Like - Branley, Frank
Papa, Please Get the Moon for Me - Carle, Eric
Where Does the Sun Go at Night? - Ginsburg, Mirra

Fingerplays: Ten Little Spaceships (Sung to the tune of "Ten Little Indians")

One little, two little	(Hold up 1 finger
Three little spaceships;	for each ship.)
Four little, five little,	
Six little spaceships;	
Seven little, eight little,	
Nine little spaceships;	
Ten little spaceships go.	

Reprinted with permission by Jan Irving from Full Speed Ahead.

Nametags: Give the children moon nametags.

Creative Dramatics: Why the Sun and the Moon Live in the Sky (Text and stick puppet patterns pp. 192-201, 1990 Summer Reading Program Manual.)

Crafts: Using stick puppet patterns, let the children design their own sun and moon puppets.

OR:

Children could also design their own night sky. What would they like their sky to look like? Something scary or friendly or pretty? Use black construction paper (8 1/2 x 11) as the base. Provide adhesive star stickers, precut moon, sun and cloud shapes. (Or use cotton balls instead.) Glitter could be used as a final touch, perhaps for a shooting star.

- Carol Tompkins

WAKE UP, MOON!

Age: Preschool

Books: Grandfather Twilight - Berger, Barbara
Goodnight, Moon - Brown, Margaret Wise
Darkness and the Butterfly - Grifalconi, Ann
Goodnight,Owl - Hutchins, Pat
Nightgown of the Sullen Moon - Willard, Nancy

Fingerplays: Going to bed, p. 36, Ring - A - Ring O' Roses, c. 1971.

Activity: Ask children to count backwards with you (ten, nine, eight...) in imitation of a countdown. After reaching "one" call out "Blast off!" and have each child "soar" into space.

Craft: Children can create a little of the moon's magic themselves with their moonwands. (Directions and patterns on following page).

Food: Hand out a piece of Swiss cheese to each child. Perhaps it could be a "moon rock" .

- Carol Tompkins

MOONWAND DIRECTIONS

Materials

-a construction paper circle, a star or a half circle cut out for each child. The pattern is below.
-glue
-colored, silver, and gold glitter
-zip-lock bags (gallon or half-gallon freezer bags)
-a cardboard tube from a drycleaner coathanger or a papertowel roll for each child
-aluminum foil (approximately 3 large rolls)
-colored, silver or gold curling ribbon, pre-cut lengths---about 12 inches long
-scissors
-masking tape
-crayons
-thumbtacks

Before the program

1. PRE-CUT THE CIRCLES FOR THE MOONWANDS
It's easier to use a whole circle and decorate it with glitter than to take volunteer or staff time to cut out the moon-face. If you have a lot of children at this program, it is also very time consuming to have the children to cut out the circles. It's up to you. The other patterns make attractive moonwands too. Use colored construction paper or poster-board. Posterboard circles hold up better and look better.

2. POUR A LARGE BOTTLE OF GLITTER INTO A HALF-GALLON OR GALLON-SIZE ZIP-LOCK BAG
You can get large containers of glitter from a crafts store or from your local K-Mart. If you choose to use colors, put blue in one bag, green in one bag, etc. Silver and gold also make a pretty moonwand.

3. PRE-CUT LENGTHS OF RIBBON, APPROXIMATELY 8-12 INCHES LONG
Curling ribbon works very well. You can also use Christmas tree tinsel, but it's flimsy and messy to use.

4. TEAR OFF ONE SHEET OF ALUMINUM FOIL FOR EACH CHILD
Measure your tubes to determine how long the sheets should be.

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Making a Moonwand

1. Each child can swirl glue around on his/her circle in whatever design he pleases AFTER HE/SHE PUTS HIS/HER NAME ON THE CIRCLE!!!

2. Assign a glitter patrol of people who go around with the bags of glitter. After the circle has been glued, the glitter-person places the circle in the zip-lock bag. THE BAG IS THEN CAREFULLY CLOSED BY ZIPPING IT SHUT! The glitter-person shakes the bag, opens it, and carefully shakes off the excess glitter--IN the glitter bag--and removes the circle. Set the circle aside to dry.

3. Roll the cardboard tube in aluminum foil.

4. Attach the ribbon streamers with tape about half-way down the foil-covered tube.

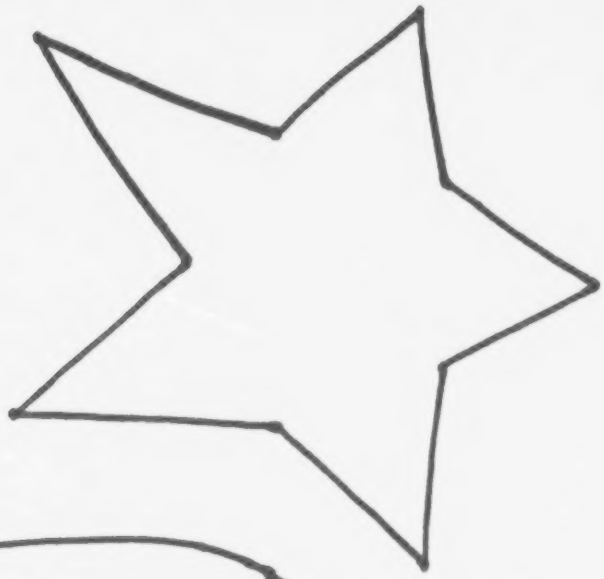
5. Attach the circle with a tack. Put a blob of glue over the tack and cover with glitter.

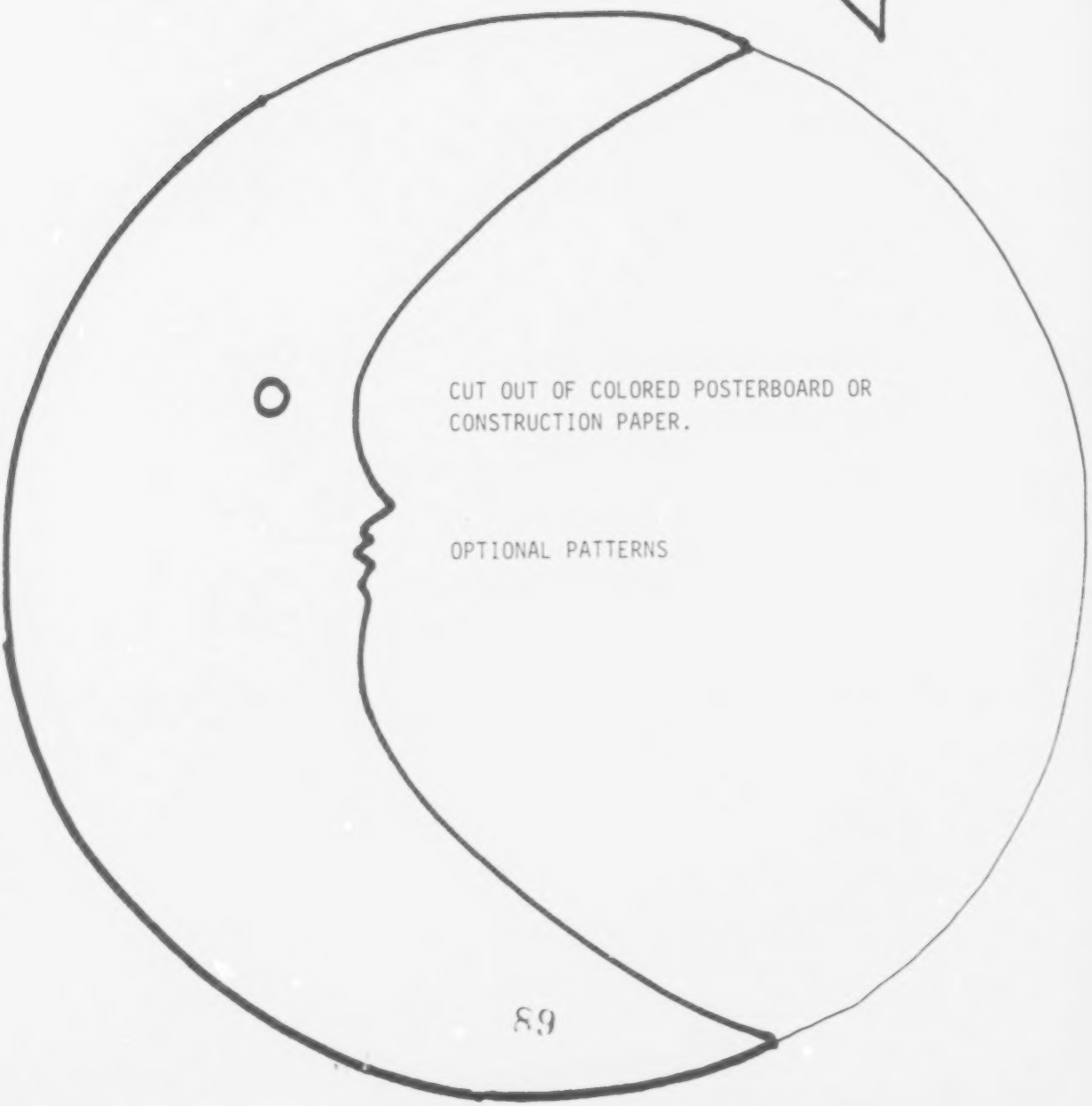
6. Set aside to dry and...VOILA! You have a MOONWAND!

***Note: This craft was used very successfully as part of the Charles H. Stone Memorial Library's ON BEYOND READING Summer Reading Program in 1989 in Pilot Mountain, NC. It was demonstrated at the 1989 Fall Workshop in Salisbury, N.C.

- Olive Auger

MOONWAND PATTERNS





CUT OUT OF COLORED POSTERBOARD OR CONSTRUCTION PAPER.

OPTIONAL PATTERNS

89

THE MOON IS A SPECIAL FRIEND

Age: Preschool

Books: Friends, - Heine, Helme
Bear's Bargain, - Asch, Frank
Happy Birthday, Moon! - Asch, Frank
Will I Have a Friend? - Cohen, Miriam
Will You Play with Me? - Ets, Marie
Corduroy - Freeman, Don
Little Gorilla, Bornstein, Ruth

Fingerplays: Friends, p. 52, Ring - A - Ring O' Roses, Flint, c. 1971

Two Little Friends, p. 53, Ring - A - Ring O'Roses, Flint, c. 1971.

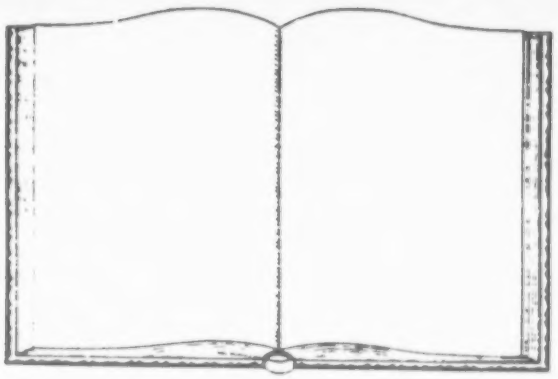
Flannel Board: Happy Birthday, Moon! - Frank Asch
(Patterns and directions follow.)

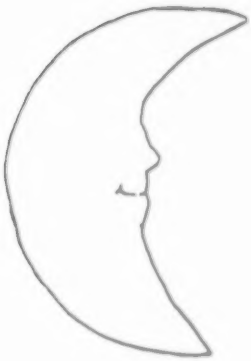
Craft: Peg Clothespin Friends (moon, storyhour or book)

Trace the pattern (following) of either a crescent moon, heart, or open book onto construction paper (red/heart, white/moon, bright colors/book) and cut out. Glue shape onto a peg clothespin using Elmer's glue. With black felt tip pen draw in eyes and nose, add mouth using a red felt tip pen. Voila! The quickest friend you'll ever make.
Works for toddlers or preschoolers.

- Carol Tompkins

PATTERNS FOR PEG CLOTHESPIN FRIENDS





(A peg clothespin)

DIRECTIONS:

1- Draw in eyes, nose and smile using red and black felt tip pens.
2- Glue selected pattern shape beneath "face" centering so that "legs" are visible.

NOTE:
Clothespins may be available in bulk (bags) at craft shops, department stores or K-Mart stores.

- Carol Tompkins

Story and Directions for Happy Birthday, Moon!

This charming tale revolves around Bear, who mistakenly identifies the echoing sound of his own voice and then makes the assumption that the moon is speaking to him! When using this story with very young children, you may want to briefly explain what an echo is before presenting the flannelboard.

If you do not have a flannelboard,

A) Take a large piece of stiff cardboard (24" x 36" is a good size)
B) Cover it with a dark color felt.
C) Secure the felt on the back with masking tape.

PATTERNS

A) Place medium weight Pellon over the patterns in this issue, and trace as many shapes as needed onto the Pellon with a pencil (Pellon is a fabric stiffener interfacing sold in fabric stores).
B) Outline each shape with a black marker to increase visibility, and then color with crayons or marking pens.
C) Cut patterns out.
D) Patterns can be further enhanced if desired by gluing bits and pieces of trims, fabric scraps, feathers, etc. to the pattern pieces.

TO PRESENT

Words in the story in **BOLD TYPE** denote pattern pieces. Place each pattern on the story flannelboard as it is mentioned in the story. Follow directions as noted in the story.

Towards the middle of the story, Happy Birthday, Moon, pattern directions call for the moon to move slowly through the sky. You will start with the moon near the lowest left side branch of the tree, and slowly move the moon, pausing slightly between moves. You will stop when the moon is directly under the hat, hanging off the tree's tallest right side branch. It will look as if the moon is wearing the hat!

HAPPY BIRTHDAY, MOON

(Place tree on left side, Bear near tree and moon in upper right corner) One night Bear looked up at the sky and thought, wouldn't it be nice to give the moon a birthday present.

But bear didn't know when the moon's birthday was, or what to get him. **(Remove standing bear)** So he climbed a tall tree to have a little chat with the moon. **(Place sitting bear on the middle tree branch, facing right)** "Hello, Moon!" he shouted. But the moon did not reply. Maybe I am too far away, thought Bear, and the moon cannot hear me.

(Remove tree, place sitting bear in center of board, place canoe over bear's lower body) so bear paddled across the river...

(Remove sitting bear and canoe) and hiked through the forest...**(Place standing bear and forest in center)**

into the mountains. **(Place mountain range on right side of board, beneath moon)**

(Place standing bear on tallest mountain top) Now I am much closer to the moon, thought Bear, and again he shouted, "hello!"

This time his own voice echoed off one of the other mountains: "hello!"

Bear got very excited. Oh, boy, he thought, I'm talking to the moon. "Tell me," asked Bear, "when is your birthday?"

"Tell me, when is your birthday?" replied the moon.

"Well, it just so happens that my birthday is tomorrow!" said Bear.

"Well, it just so happens that my birthday is tomorrow!" said the moon.

"What do you want for your birthday?" asked Bear.

"What do you want for your birthday?" asked the moon.

Bear thought for a moment, then he replied: "I would like a hat."

"I would like a hat," said the moon.

Oh, goody, thought Bear, now I know what to get the moon for his birthday.

"Goodbye," said Bear.

"Goodbye," said the moon. **(Remove all patterns except bear)**

When Bear got home, he dumped all the money out of his piggy bank. Then he went downtown...**(Place storefront)**

and bought the moon a beautiful hat. **(Remove store, place tree to the left of center)**

That night he put the hat up in a tree where the moon could find it. **(Place upright hat on tree's top right side branch)**

(Place standing bear beneath tree on left side) Then he waited and watched while the moon crept slowly up through the branches and tried on the hat. **(Place moon on lowest left side branch and slowly move left to right, stopping when moon is directly under the hat)**

"Hurray!" yelled Bear. "It fits just right!" **(Remove bear and moon)**

During the night while Bear slept, the hat fell out of the tree. **(Place hat near tree)** In the morning Bear found the hat on his doorstep. **(Place standing bear to left of hat)**

"So the moon got me a hat, too!" exclaimed Bear. He tried it on and it fit perfectly. **(Place hat on bear)**

But just then, the wind blew Bear's hat off his head. **(Remove hat, place upside down as if blowing away)** He chased after it...but it got away. **(Remove bear, tree and hat)**

(Place bear in canoe as before) That night Bear paddled across the river...**(Place forest in center)** and hiked through the forest...**(Place mountains on right)** to talk to the moon. **(Place bear on mountain top, place moon above bear)**

For a long time the moon would not speak to him, so Bear spoke first.

"Hello!" he shouted.

"Hello!" replied the moon.

"I lost the beautiful hat you gave me," said Bear.

"I lost the beautiful hat you gave me," said the moon.

"That's okay, I still love you!" said Bear.

"That's okay, I still love you!" said the moon.

"HAPPY BIRTHDAY!" said Bear.

"HAPPY BIRTHDAY!" said the moon.

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PATTERNS

STANDING BEAR

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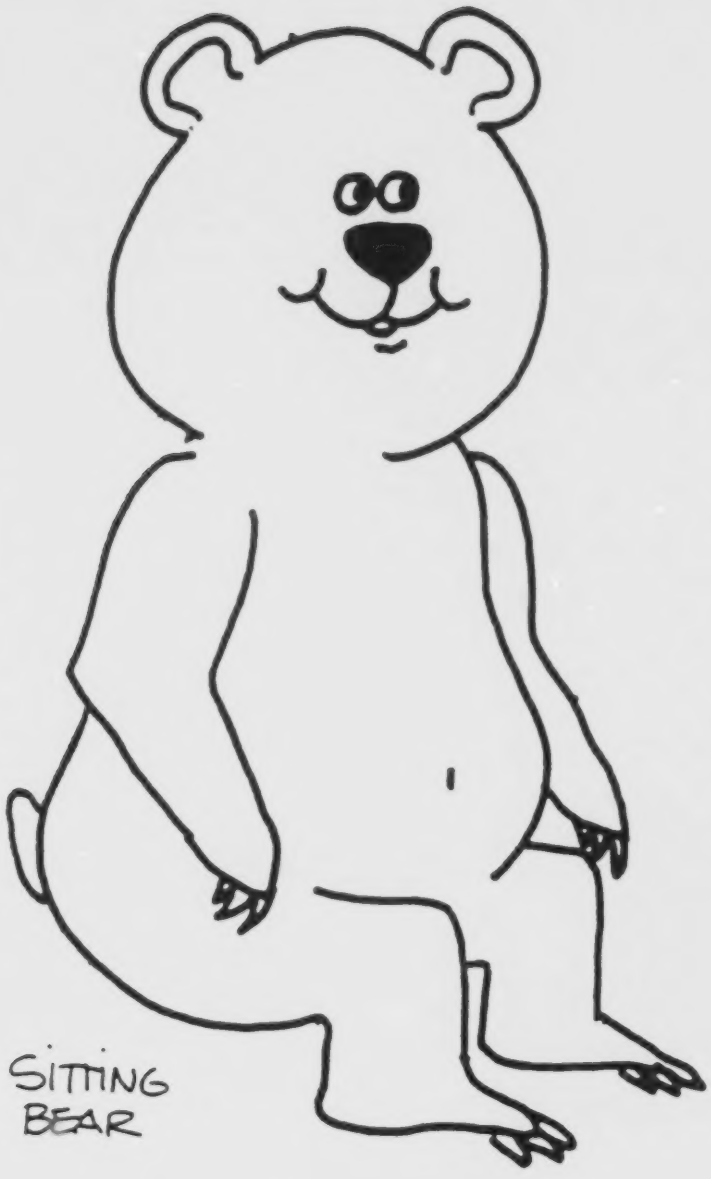

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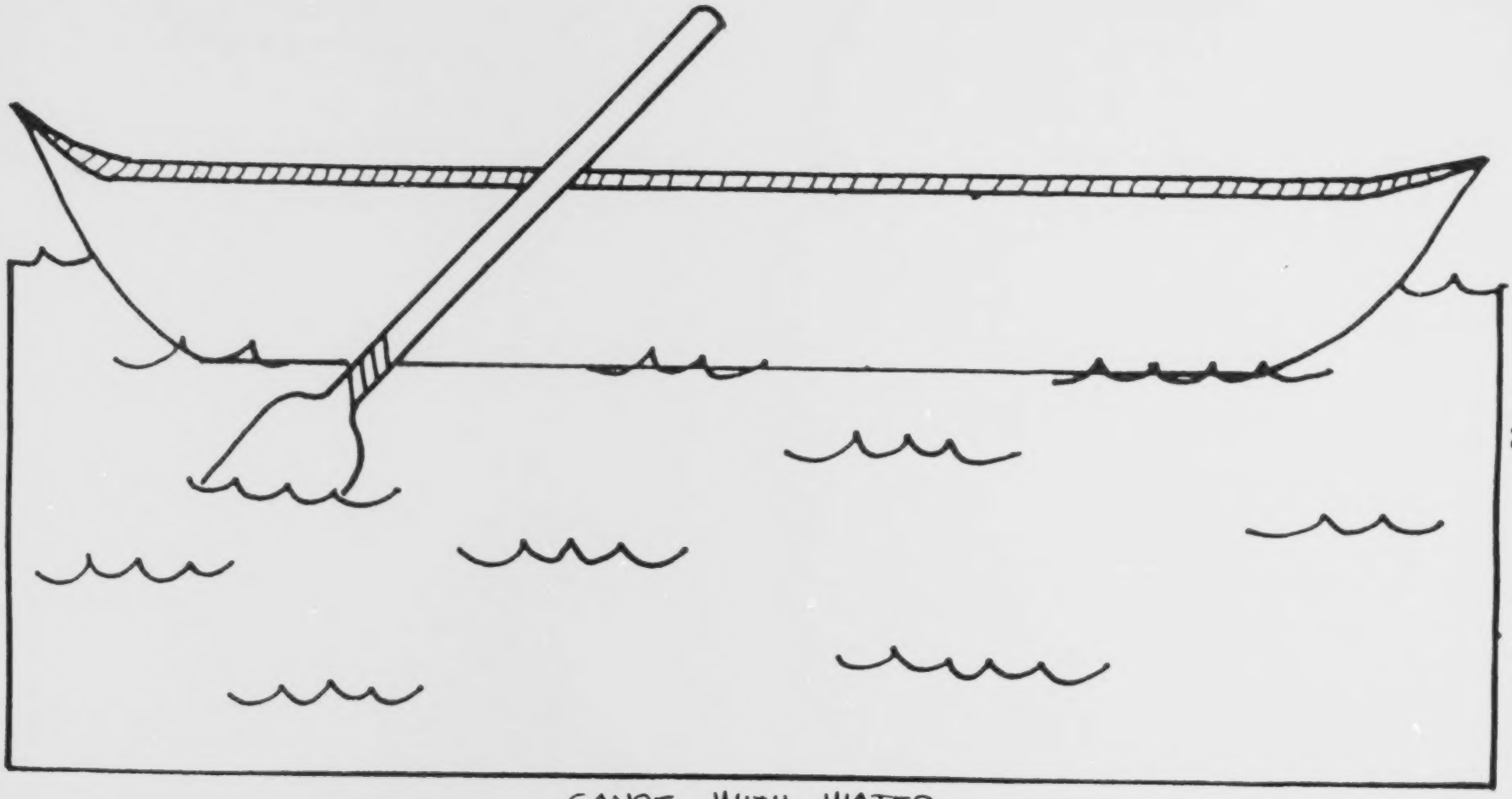

CANOE WITH WATER

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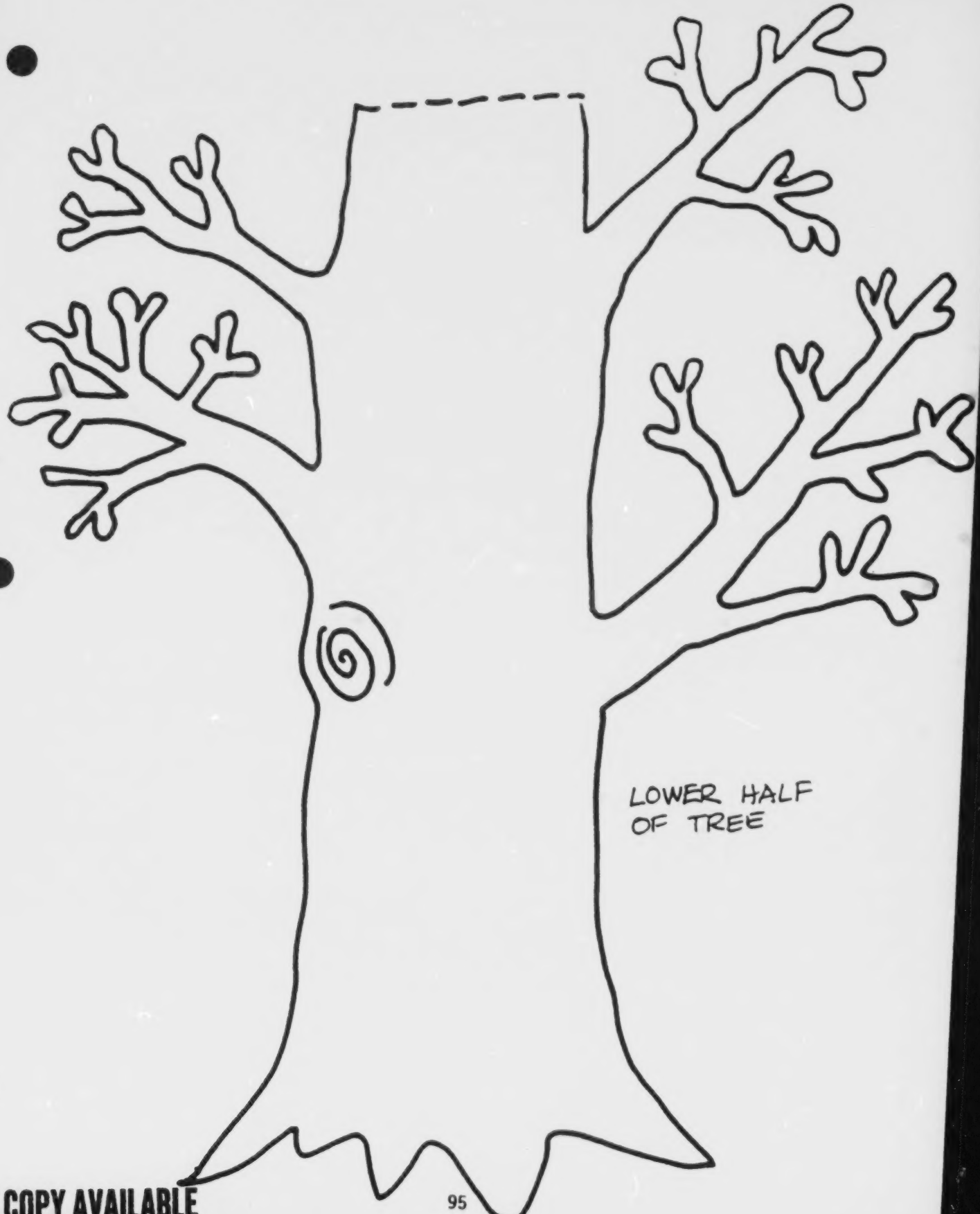

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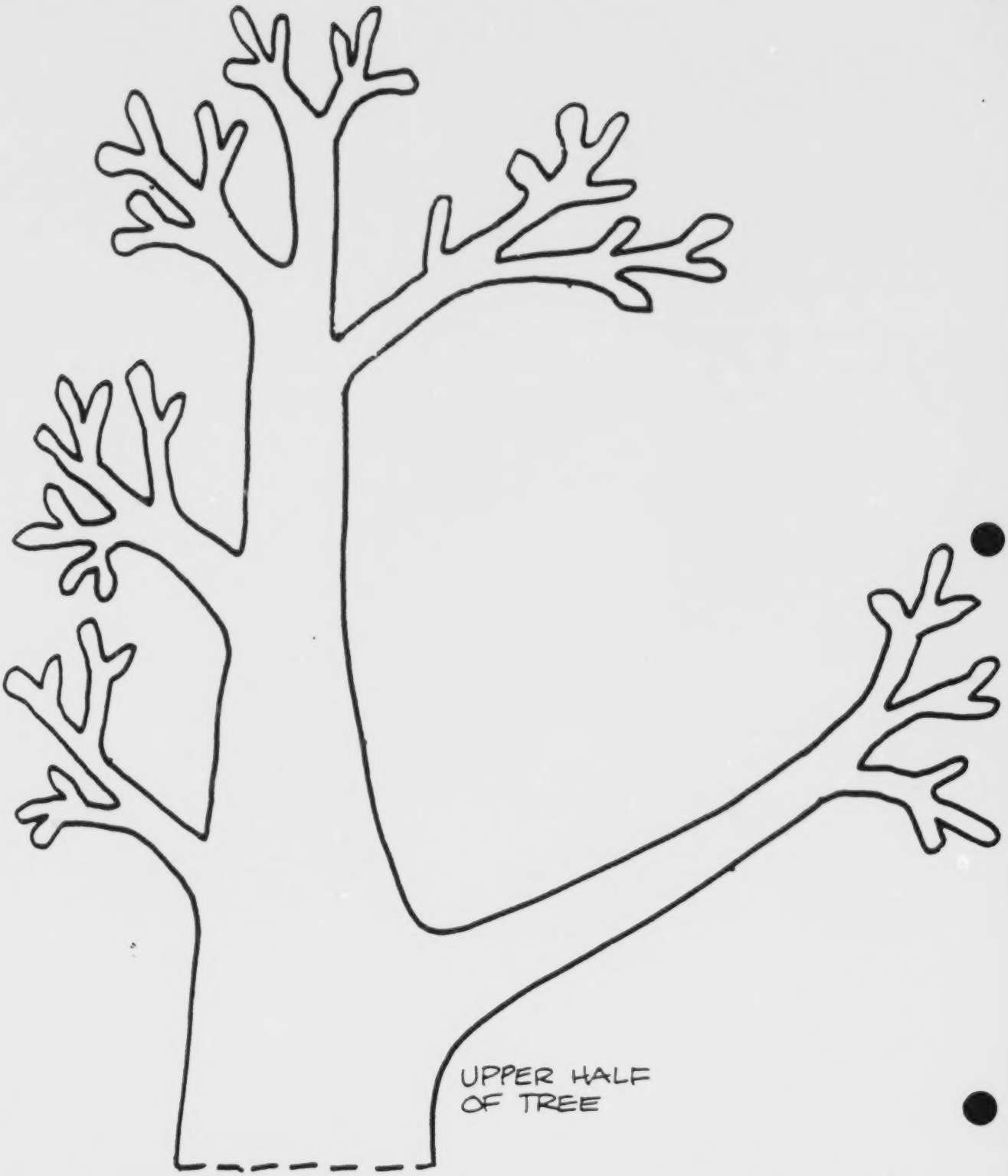

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FOREST

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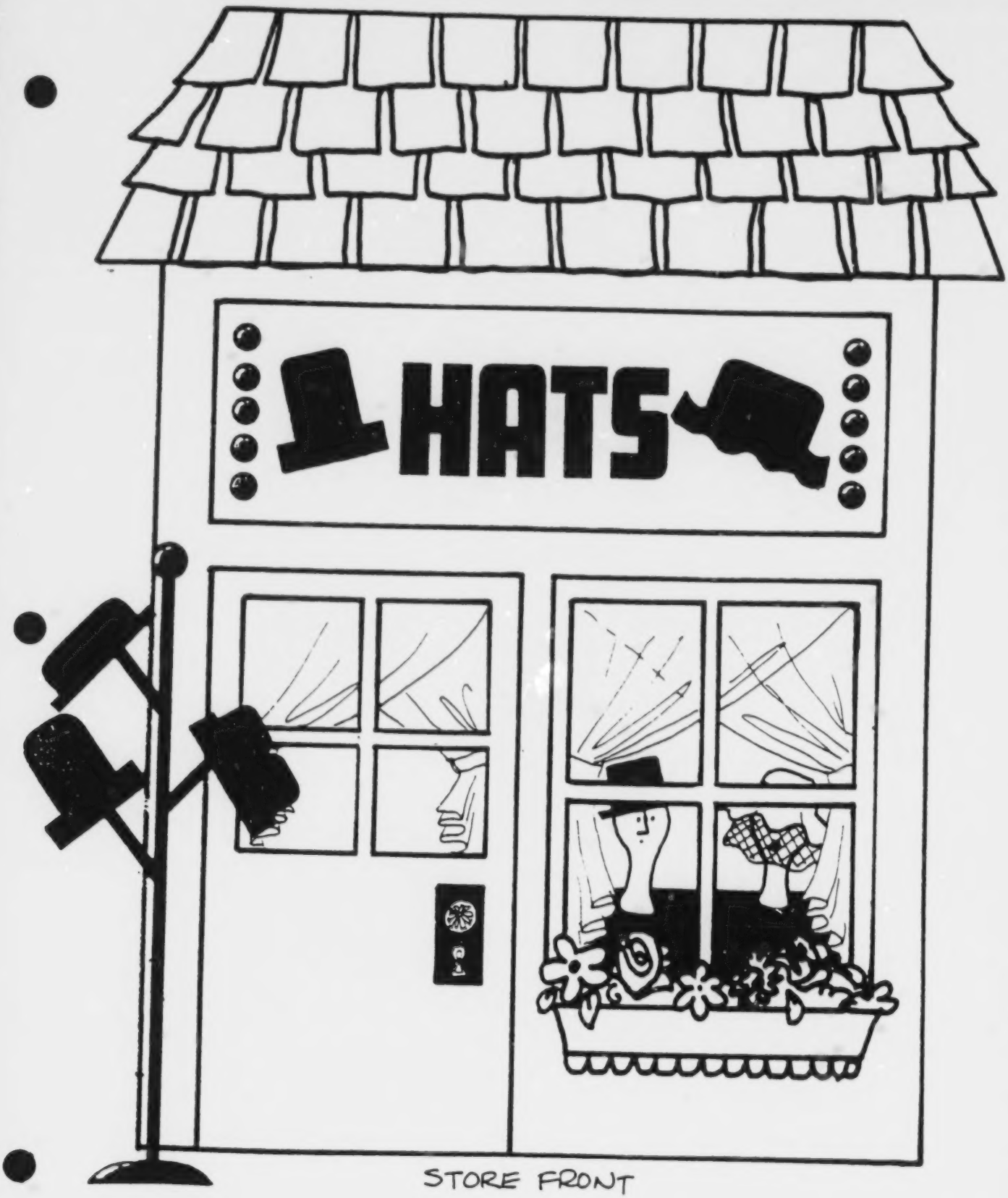
MOUNTAIN RANGE
PLACE THIS EDGE ON FOLD



STORE FRONT

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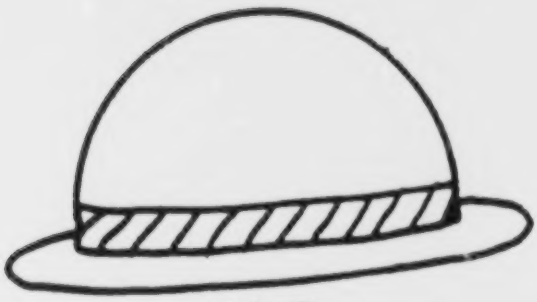
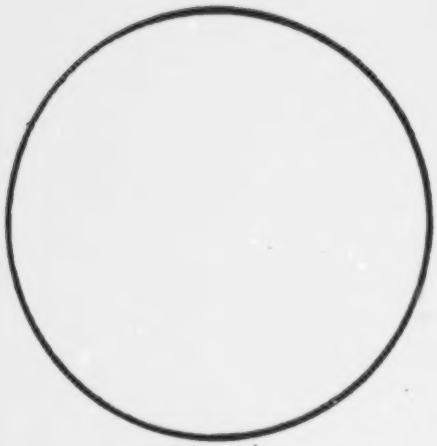


HAT



MOON

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MOON AND STAR PROGRAM IDEAS

1. Provide black paper and white chalk for children to make a nighttime picture OR provide dark blue paper, very thin yellow liquid paint, and a drinking straw:
   - Instruct the children to drop a little paint on the paper so it makes a blob.
   - Spread the paint a little with the end of the straw.
   - Hold the straw near the paint blob and blow through the straw as if blowing bubbles.
   - Drop more paint blobs where the picture needs additions.
   - Allow paper to remain flat overnight so the blobs will dry.
   - The next day, hold the paintings up one at a time and make up nighttime stories to go with them.

2. Make a huge yellow moon for a classroom bulletin board. Use the title, "Guess What We Saw by the Light of the Moon." Have the children plan to go outside on a specific night (with an adult's hand to hold) to look at the world by the light of the moon. Remind them to look for shadows and moonbeams falling on familiar objects.

   At sharing time the next day, discuss the night's experience, giving each child ample time to tell what he or she saw and felt.

   Follow up with an art activity for children to draw or paint pictures of what they saw. Display the art on the bulletin board.

3. Use the star pattern to cut stars from yellow paper.
   - Discuss wishing upon a star and say the poem, "Star Light, Star Bright."
   - Have children draw pictures of what they wish for and take them home to share with the family. Ask them to discuss with their families what each member would wish for if granted only one wish. Read the story of the old woman with 3 wishes.

4. Pull down all the shades, close the doors, turn out the lights, and stage a spooky storytelling session:
   - Provide a flashlight and arrange chairs in a circle.
   - Turn on the flashlight and start a spooky story. Pass the flashlight to the next child, who turns it on and adds to the story. Extend the story until the flashlight comes back, then provide a surprise ending! Be creative!

5. Cut stars from silver and gold foil to hang from the ceiling to give sparkle to the classroom.
   (Pattern on next page.)

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MISCELLANEOUS PROGRAM IDEAS

Fingerplays - At your wits end for space fingerplays? The following titles may be found in the ninth edition of Ring-a-Ring O'Roses published by Flint Public Library. 1)Bend and Stretch, 2) Moon Ride, 3) Ring Around the Rocket Ship, 4)The Star, 5) Stars, 6) The Stars and 7) The Sun.

Moon nametags - Cut out circles; place smaller adhesive circles of different sizes and colors on circle to create the moon's craters and rough surface.

Star dust - Use glitter for the tail of a shooting star or "magic" for a special wishing star.

Summer Reading Program Stamps - Children LOVE to stamp! Provide star stamps and design a nighttime sky. Use footprint stamps to create a moonwalk. Some of the animal stamps could be used as the basis for designing a special "mini-alien."

Food in storytimes - Offer something simple like chunks of Swiss cheese (Moon rocks?) or Tang, the drink of the astronauts, or a Milky Way Bar. (What other outer space sounding foods are there?) Using food doesn't have to be a long and messy process and can add a little zip.

Alternative uses for nametag patterns -

1. Instead of using the star, moon, sun and rocket patterns as nametags, offer them as bookmarks.

2. Let the child personalize his star by pasting his picture on the front, or stamping his thumbprint or handprint.

3. Ask the children to make a very special wish on their wishing star and give it to someone who is special to them.

Decorate the walls - of the Children's Room (or just one area) with constellations. Use adhesive dots, circles the sizes of Summer Reading Program buttons, or star nametags to form the constellation pattern in the manner of a dot-to-dot picture.

Sponge art - Trace a cookie cutter pattern (star) onto a sponge. Cut out and place in ink. You're ready to design a wild picture, greeting card or postcard from outer space. Index cards are perfect for postcards.

Design a stamp - What stamp would be appropriate on mail going to Mars?

Space Alien or Robot paper bag puppets - Draw your design on poster board to create a template. Cut the template out and use it for easier tracing on construction paper. Children may cut out and color their alien. Glue face to top part of small, brown paper bag while it is closed. Once they open it up and put their hands inside they'll have their own alien puppet! (If you don't want to design your own robot pattern, copy the clipart provided of OSCAR - the frontal view on the button is excellent - enlarge it and you'll have a wonderful paper bag puppet of our mascot.)

Bring the night sky indoors - Hang stars and moons from the doorways into the Children's Room. Use a hole punch to cut the hole and select fishing line or string. Fishing line is preferred because it's not visible like string is.

Design a puzzle - Blank jigsaw puzzles can be purchased from Demco. Children draw or color on the blank puzzles and then break the pieces apart and reassemble. They might want to design a night sky, constellation, moon surface, alien, robot, OSCAR etc. "Compoz-a-Puzzles" are available in 4 colors, 3 sizes and 2 weights. They may be ordered in batches of 10, 50 or 100+. Prices ranges from .35-.45 per puzzle depending on weight and batch size. Contact: Demco, Box 7488, Madison, WI 53707-7488 and ask about "Kids & Things: Creative Early Learning Supplies For Child Care Professionals".

- Carol Tompkins

FLANNEL BOARD STORY

Strange Company

A little old woman lived all alone in a little old house in the woods. One Halloween she sat in the chimney corner, and as she sat, she spun.

Still she sat and
Still she spun and
Still she wished for company,

Then she saw her door open a little way, and in came

A pair of broad, broad feet,
And sat down by the fireside.
" That is strange," thought the little old woman, but---
Still she sat and
Still she spun and
Still she wished for company.

Then in came,

A pair of long, long legs,
And sat down on the broad, broad feet;
"Now that is strange," thought the old woman, but---
Still she sat and
Still she spun and
Still she wished for company.

Then in came,

A wee, wee waist,
And sat down on the long, long legs.
"Now that is strange," thought the old woman, but---
Still she sat and
Still she spun and
Still she wished for company.

Then in came,

A pair of broad, broad shoulders,
And sat down on the wee, wee waist.
But---
Still she sat and
Still she spun and
Still she wished for company.

Then in through the door came,

A pair of long, long arms,
And sat down on the broad, broad shoulders.
"Now that is strange," thought the little old woman, but--
Still she sat and
Still she spun and
Still she wished for company.

Then in came,

A pair of fat, fat hands,
And sat down on the long, long arms.
But---
Still she sat and
Still she spun and
Still she wished for company.

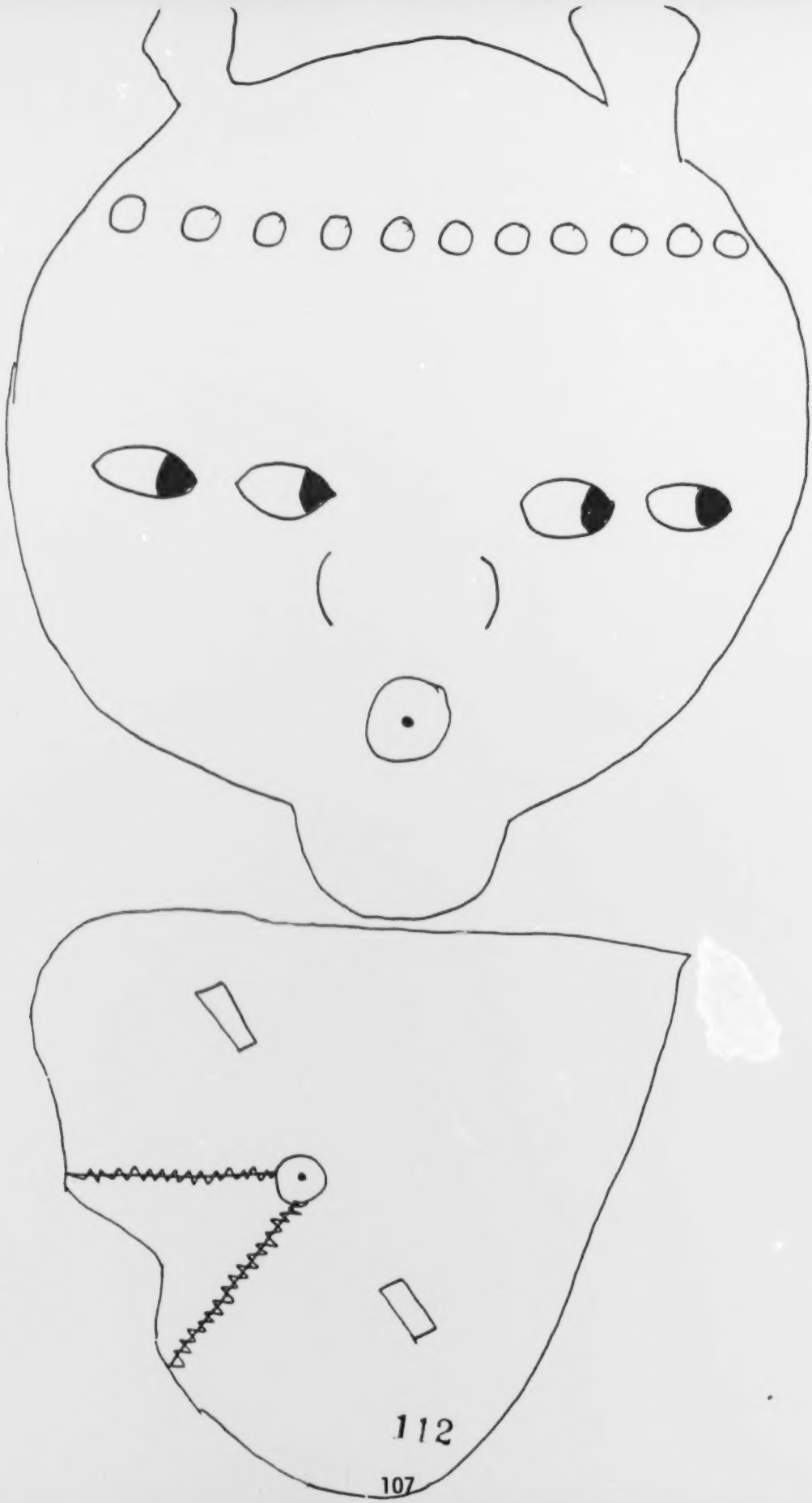
Then in came,

A huge, huge head,
And sat down on top of all
That sat by the fireside.

The little old woman stopped her spinning and asked,

"Where did you get such big, big feet?"
"By much marching, by much marching," said Somebody.
"Where did you get such long, long legs?"
"By much running, by much running," said Somebody.
"Where did you get such a wee, wee waist?"
"Nobody knows, nobody knows," said Somebody.
"Where did you get such broad, broad shoulders?"
"From carrying rockets," said Somebody.
"Where did you get such long, long arms,"
"From swinging on comets, from swinging on comets,"
said Somebody.
"Where did you get such fat, fat hands?"
"From catching stars, from catching stars," said Somebody.
"How did you get such a huge, huge head?"
"From a planet I made it," said Somebody.
Then said the little old woman, "What did you come for?"
"YOU!"

Adapted by Chartee Plyler, Benjamin Branch Library, Greensboro Public Library, from STORY TELLING WITH THE FLANNELBOARD, by Paul S. Anderson, T. S. Denison Publishers, Minneapolis, Minnesota, c. 1963, pp. 21-27.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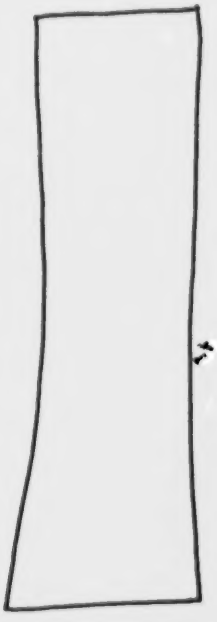

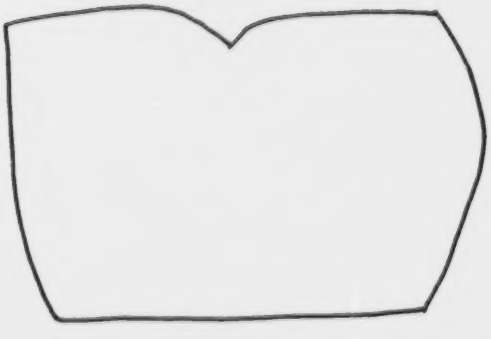

Patterns adapted by Chartee Plyer, Benjamin Branch Library, Greensboro Public Library, from "Queer Company", from Storytelling with the Flannelboard, by Paul S. Anderson, T.S. Denison & Company, Minneapolis, Minnesota, c. 1963, pp. 21-27.

A SPECIAL YELLOW HOUSE

(adapted from an anonymous tale)

You will need a yellow pear with a stem, a paring knife, and a paper bag. Place the pear and knife in the paper bag, twist the top of the bag, and set it on a nearby table.

Stephen was visiting his grandmother. "There's nothing to do," he said.

Grandma looked at Stephen and said, "Once when I was a little girl, I said the same thing to my grandmother. She told me to go outside and look for a special house---a little yellow house with no doors or windows but with a chimney on top and a star inside. Maybe you can find that little house."

Stephen hurried outside and looked all around. He looked up and down both sides of the street. He ran to the corner and looked in both directions. But he couldn't find the special yellow house.

Stephen called to the postman, "Have you seen a little yellow house with no doors or windows but with a chimney on top and a star inside?"

"I've seen many houses," said the postman, "But I've never seen a house like that."

"Thank you," said Stephen.

He saw the real estate woman putting up a "FOR SALE" sign on the vacant house. "Excuse me," Stephen said, "but have you seen a little yellow house with no doors or windows but with a chimney on top and a star inside?"

"I've seen many houses," she said, "but I've never seen one like that."

"Thank you," said Stephen as he strolled on down the street.

At the corner house, he saw two men carrying in a new refrigerator.

"Hello," said Stephen, "Have you ever seen a little yellow house with no doors or windows but with a chimney on top and a star inside?"

"We've seen many houses," said one of the men, "but we've never seen a house like that."

"Thanks," said Stephen. He turned and went inside. "Grandma, I've looked and looked, but I can't find the special yellow house."

"Well," said Grandma, "take these cookies and go sit under that big old tree in the backyard. If you think hard, I bet you'll find my special yellow house."

Stephen sat down under the old tree and munched on his cookies. There was something on the ground near his foot. Stephen reached over and picked it up. (Remove the pear from the bag and hold it up by the stem.) He looked at the pear as he turned it around and around. Then he jumped up and ran into the house.

"Grandma, Grandma," he called, "I've found it. See, I've found the little yellow house with no doors or windows but with a chimney on top. Can I cut it open and see if there is a star inside?"

Grandma handed Stephen a knife. (Remove knife from the bag.) Carefully, Stephen cut around the midsection of the pear (cut around the midsection, separating the stem and bottom end.) And inside, he found a ... (show the two halves) star.

ACTIVITY

Cut another pear lengthwise from the stem to the bottom end and look inside. If an apple is cut around the middle, you will also be able to see a star formation. Bring in several other fruits and have children predict which, if any, contain a star formation. Compare the seeds and seed beds of different fruits.

From Is Your Storytale Dragging?, by Jean Stangl. © 1988 Fearon Teacher Aids, Simon and Schuster Supplementary Education Group, P. O. Box 280, Carthage, IL, 62321.

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FLANNEL BOARD STORY

Willie's Space Ship

Willie wanted a spaceship of his very own. Not a small plastic model of a spaceship. But a spaceship big enough to climb inside. A spaceship that was shiny with lots of thing-a-ma-bobs. A spaceship that would go whoooosh!

Willie told his dad, "I want a spaceship of my own. A spaceship big enough to climb inside."

"Well, said his dad, "I don't know about all that, but I do know something that is big enough to climb inside."

Dad gave Willie a big refrigerator carton. (Put plain rectangle on flannel board.) Willie climbed inside the carton. But it wasn't shiny. It did not have lots of thing-a-ma-bobs. And it didn't go whooooooosh!

"I have something to help make spaceships to..." said Willie's little brother, Sam.

"Oh, no you don't," said Willie. "You don't know anything about spaceships."

Willie told his mom, "I want a spaceship of my own. A spaceship that is shiny wit lots of thing-a-ma-bobs. A spaceship that will go whoooosh!"

"Well," said his mom, "I don't know about all that, but I do know something that is shiny."

Mom gave Willie a roll of aluminum foil. (Put silver rectangle over plain one.) Now it was shiny. But it did not have lots of thing-a-ma-bobs. And it didn't go whooooooosh!

"I have something to help make spaceships to..." said Willie's little brother, Sam.

"Oh, no you don't," said Willie. "You don't know anything about spaceships."

Willie told his big brother, "I want a spaceship of my own. A spaceship with lots of thing-a-ma-bobs. A spaceship that will go whoooosh!"

"Well," said his big brother, "I don't know about all that, but I do have one thing-a-ma-bob."

His big brother gave Willie a hubcap. (Put shiny disc on top of the rectangle.) A hubcap was one thing-a-ma-bob. Not lots. And it didn't go whooooooosh!

"I have something to help make spaceships to..." said Willie's little brother, Sam.

"Oh, no you don't," said Willie. "You don't know a thing about spaceships.

Willie told his big sister, "I want a spaceship of my own. A spaceship with lots of thing-a-ma-bobs. a spaceship that will go whooosh!"

"Well," said his big sister, "I don't know about all that, but I do have these things. Maybe they will help."

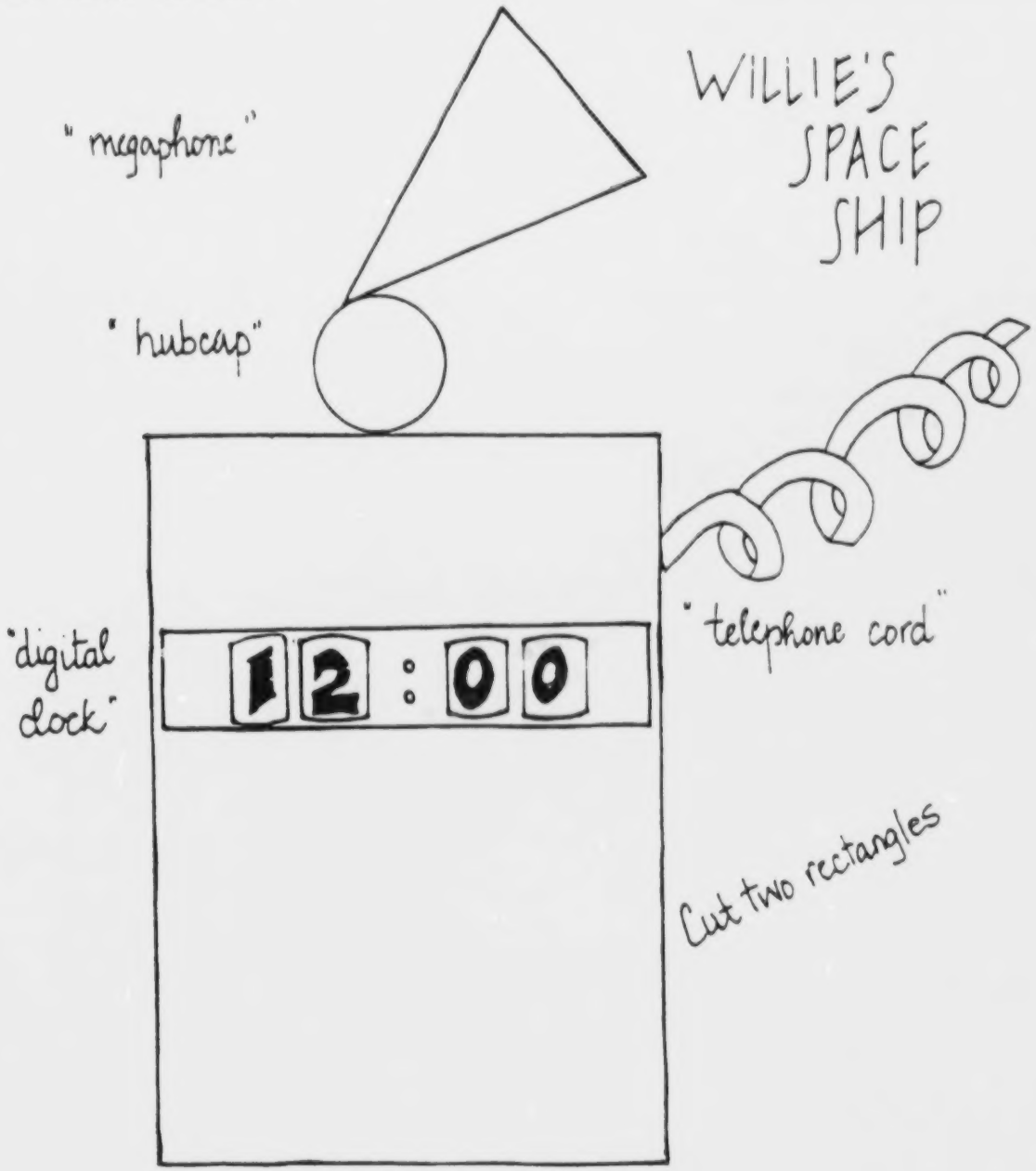
His big sister gave Willie an old telephone cord, an old digital clock, and a cheerleader's megaphone. (Put these three items on the flannel board.) Willie put all these on his spaceship. Now Willie's spaceship was big and shiny and had lots of thing-a-ma-bobs. But it still didn't go whooooooosh!

"I have something to help make spaceships to..." said Willie's little brother, Sam.

"O.K., Sam," said Willie. "What do you have to help?"

"I have something to help make spaceships go whoooosh!" said Sam. And he pulled out his supersonic slide whistle.

So Willie and Sam climbed inside the shiny spaceship with all the thing-a-ma-bobs. And they took off together - whooooooosh! (Blow slide whistle.)



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COUNTING ROCKET FLANNEL BOARD STORY

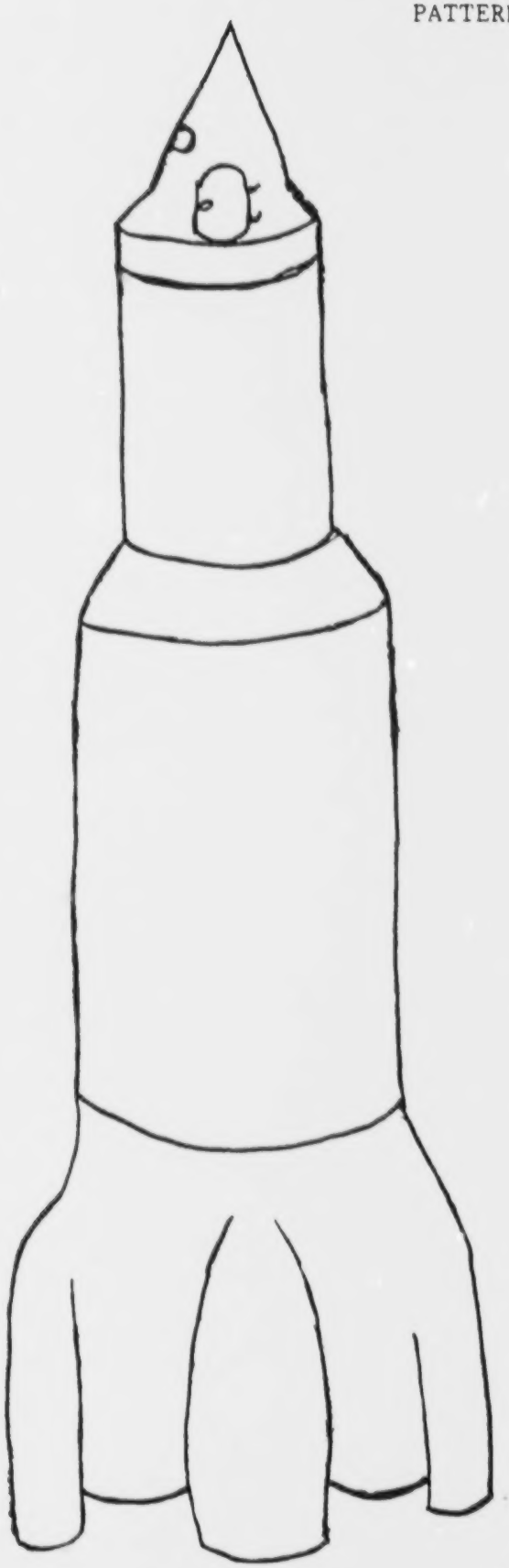
Number rockets 1-10 and place randomly on your felt board, which serves as the sky. Ask a child to come up to the flannel board and select the rocket numbered "1". Have he/she fly it around the room and then send it to the moon by putting it on the moon felt piece. (The moon is the large circle, colored yellow and placed on the upper portion of the felt board.) Continue this through the 10th rocket.

Then put the earth on the board (another large circle colored brown). Give one rocket to each of 10 children. Have them blast off to the moon (jump up) as you call out their rocket number and fly the rocket back to you. Ask each child to sit down after their mission is complete.

Note: This active flannel story has many options. You might use it as an opening activity to talk to children about the moon, space travel, rockets, where the moon can be found, even astronauts. Use it as a stretcher midway through your storytime or as a counting/ number recognition activity.

Patterns and directions appear on the next page. Reduce or enlarge the patterns to suit your needs. If you feel a brown circle representing earth is too vague, drawn in some continents and color.

PATTERN FOR ROCKET FLANNEL BOARD
COUNTING STORY



Directions:

- Trace 10 rockets onto pellon
- Cut out
- Color (optional)
- Number rockets 1-10

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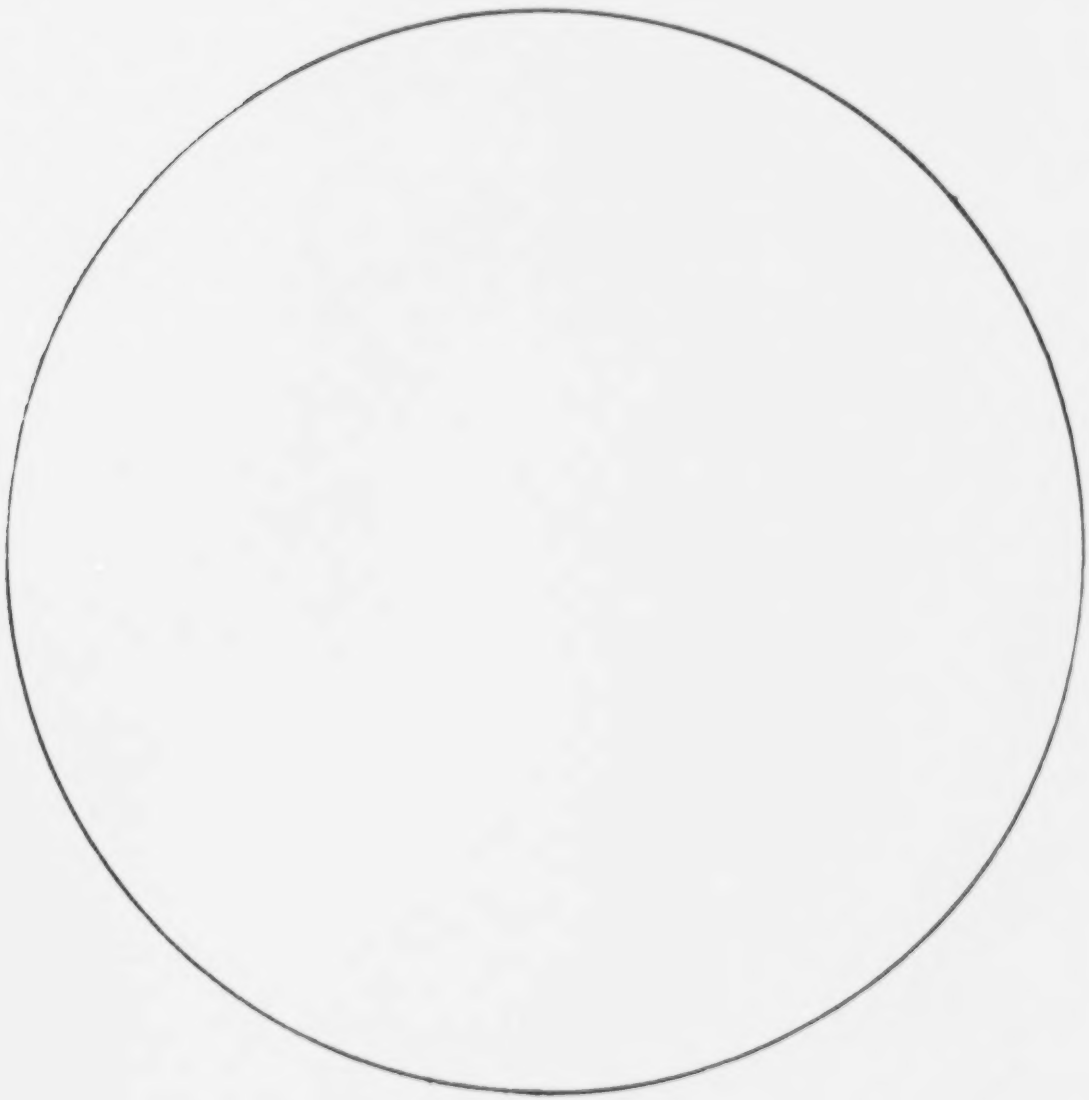
- Sylvia Hauser

MOON/EARTH PATTERN FOR

ROCKET FLANNEL BOARD COUNTING STORY

DIRECTIONS:

1- Color the moon gold or yellow, the earth brown.
2- You may want to increase the pattern size so that the 10 rockets will fit more comfortably.
3- An alternative to coloring pellon pieces is to use felt circles instead.



CUT AND TELL STORY

What Am I?

I hide all day.
(Fold the paper on the folding line.)

At night I play.
(Cut from point 1 to 2.)

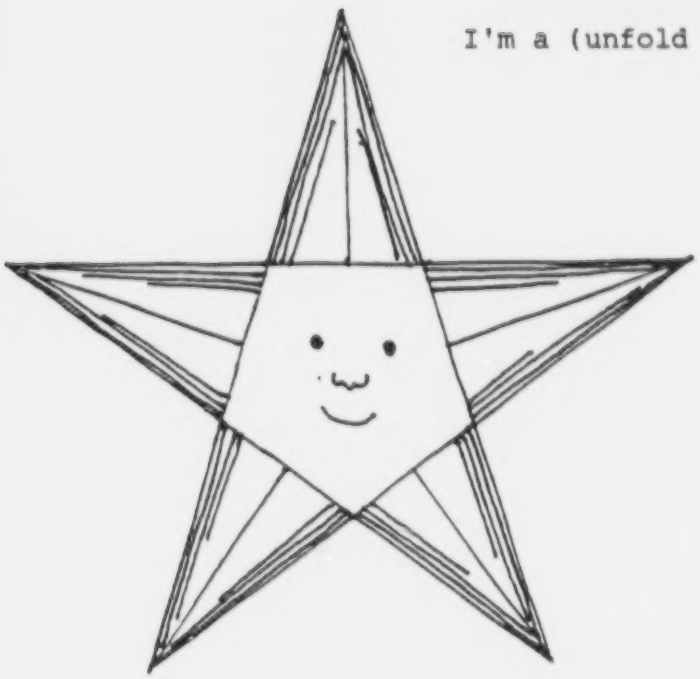
I am one in a million.
(Cut from 2 to 3.)

It could be a billion.
(Cut from 3 to 4.)

I give off light.
(Cut from 4 to 5.)

And I shine at night.
(Cut from 5 to 6.)

I'm a (unfold paper) star!



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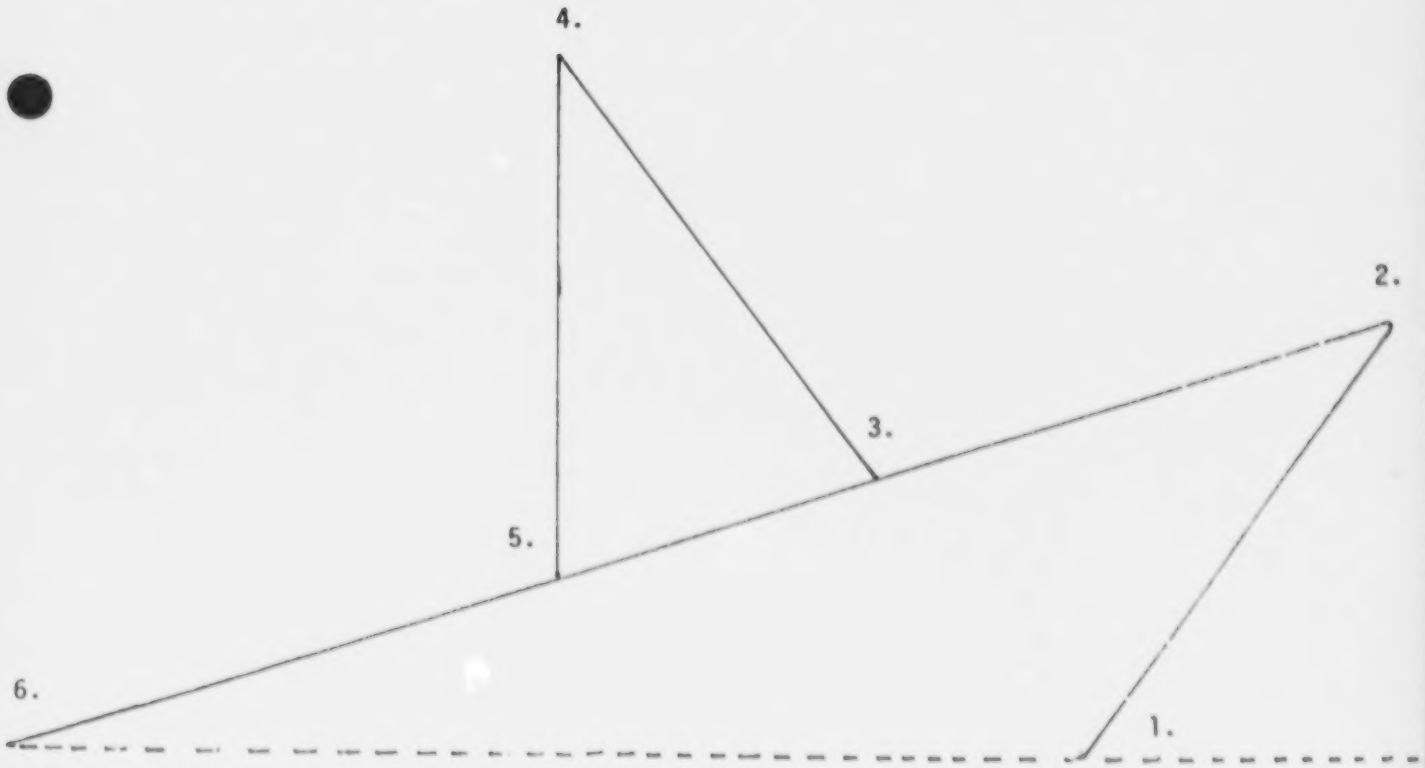

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"STAR LIGHT, STAR BRIGHT"

AGE LEVEL : School-age (c. 6-12)

COMMENTS: This program requires quite a bit of advance preparation. If you do not have the time or the resources, feel free to substitute other elements or to simplify the ones given. This is only how I intend to do the program, and it is not intended to be followed word for word if that does not fit your situation.

PROGRAM:

A. Introduction:

1) Remind the children of the rhymes they used to say which have stars in them, such as "Twinkle, twinkle, little star" and "Star light, star bright." Chant these in unison, and ask for other rhymes or poems the children may remember about stars.

2) Ask what is the "star" they wish on (Venus, not a star but a planet). What other bright objects in the sky (other than the moon) do they know?

3) Make up ahead of time a large circle (c. 36" in diameter) of posterboard or newsprint, etc. to be the Night Sky. Dark blue posterboard would be very effective. Place on this circle ahead of time a silver stick-on star (preferably the kind that glows in the dark) to be Polaris, the North Star. Use astronomy books on constellations or any summer issue of Odyssey magazine to give you the proper placement of Polaris and the surrounding constellations.

4) On the Night Sky circle add the constellations of the Big Dipper and the Little Dipper with stick-on stars. Explain how these constellations point the way to the North Star.

B. Oatmeal Box Star Theater (directions follow)

1) With a star theater you have made up ahead of time show several constellations, using a flashlight and constellations disks. Name these constellations and perhaps name the major stars in each constellation.

2) With stick-on stars add these constellations to your Night Sky circle. (If you mark the placement lightly in pencil before the program and label very briefly, you can have individual children come up and stick the stars on.)

C. "Draw and tell": Myths about the Stars

1) Prepare ahead of time 3-4 large sheets of newsprint, marking in pencil the major stars of a selected constellation (one constellation persheet). Examples: Sagittarius, Aquila, Orion. Choose your own constellations from those which have specific myths or legends about them.

2) Tell the stories (myths) of these constellations and draw the figure associated with each. If you have lightly drawn the lines ahead of time on the paper, it is very easy to go over the lines with magic marker as you tell the story.

3) If you prefer not to draw-and-tell, just do storytelling and perhaps some booktalking of books from the astronomy or mythology sections of your collection. Some suggested books to use for either storytelling or booktalking are:

Goble, Paul. HER SEVEN BROTHERS. Bradbury Press. 1988.

Vautier, Ghislaine. THE SHINING STARS: GREEK LEGENDS OF THE ZODIAC. Cambridge Univ. Press 1981.

Branley, Franklin. STAR GUIDE. Crowell, 1987.

Hatchett, Clint. THE GLOW-IN-THE-DARK NIGHT SKY BOOK. Random House, 1988.

Krupp, Edwin C. THE BIG DIPPER AND YOU. Morrow, 1989.

Issues of Odyssey magazine, for example:
February, 1990, p. 26 ("Orion")
April, 1990, p. 16 ("The Seven Star Brothers")
August, 1989, p.22 ("The Weaving Princess")

D. Craft: Making Oatmeal Box Star Theaters

1) Prepare ahead of time as many oatmeal boxes as you anticipate needing. Also measure and cut construction paper sheets to fit the outside of the box (a standard 18 oz. box). Let the children decorate the construction paper with magic markers or other items before gluing/taping it onto the box.

2) Provide constellations disks to fit the box. So as not to spend too much time before the program making multitudes of disks, do several on a piece of 8 1/2 x 11" paper (see example) and xerox as many copies as you will need. The children can take the sheet home, trace it onto card stock, punch the star points with a pencil or awl, and cut them out. Be sure to label each constellation along the edge.

E. Refreshments: As they leave give each child a sugar cookie cut in the shape of a star (decorate with sprinkles or not).

- Mary Lou Rakow

"STAR LIGHT, STAR BRIGHT"

Oatmeal Box Star Theater directions:

1. Cut out the bottom of the oatmeal carton to within 1/2 inch of the edge, as shown in example 1. (The top of the box will already be off.)

2. About 1/2 inch down from the top edge, on one side make a slit the diameter of the box. Directly opposite this slit, on the other side of the box make another slit. c. 1 - 1/2 inches wide and the same 1/2 inch down. (Example 2)

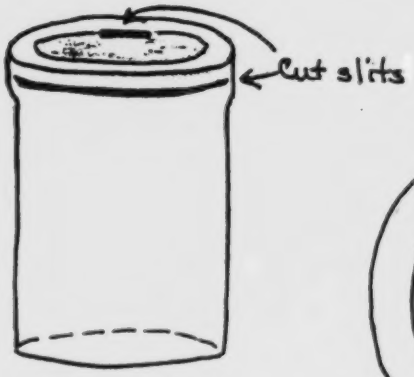
3. Cut a circle of thin cardboard (card stock would work well) or heavy paper to fit inside the lid of the carton. (Example 3)

4. Mark a constellation on the circle of cardboard and punch a hole for each star with the point of a scissors. Insert the circle of cardboard inside the wide slot and fit the tab on the disk into the narrower slot on the other side of the carton.

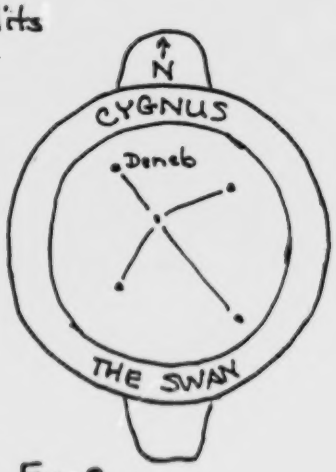
5. Put a lighted flashlight into the open end of the carton and project the constellation on the ceiling of a darkened room.

6. Make a set of constellation disks and you will be able to have a star show.

Ex. 1



Ex. 2



Ex. 3

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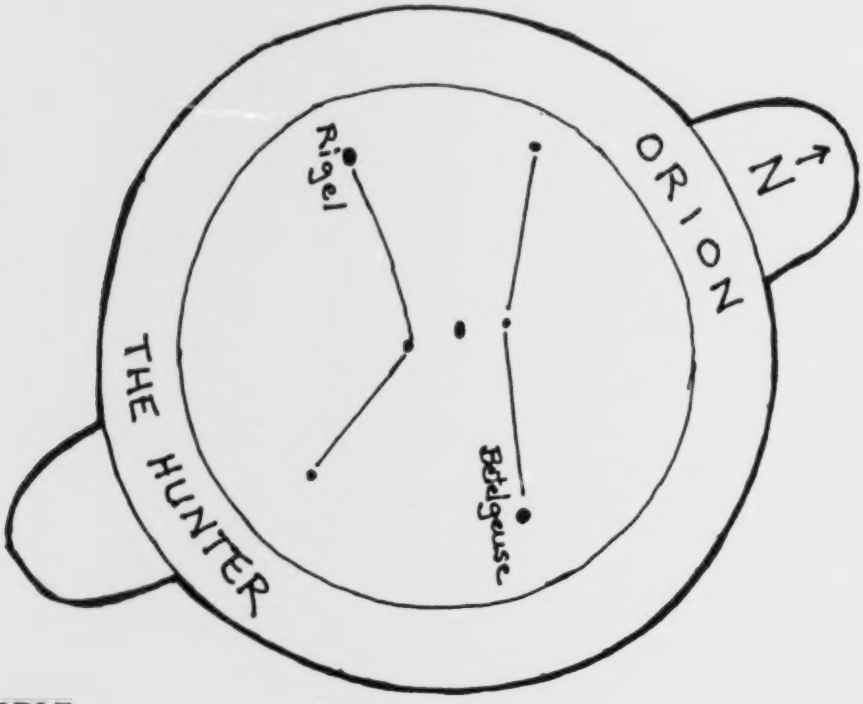
CONSTELLATION PATTERNS FOR STAR THEATER

Trace these onto card stock or heavy paper.

Cut on the dark outside lines.

Use the point of a scissors (get help from a parent) to punch the star holes.



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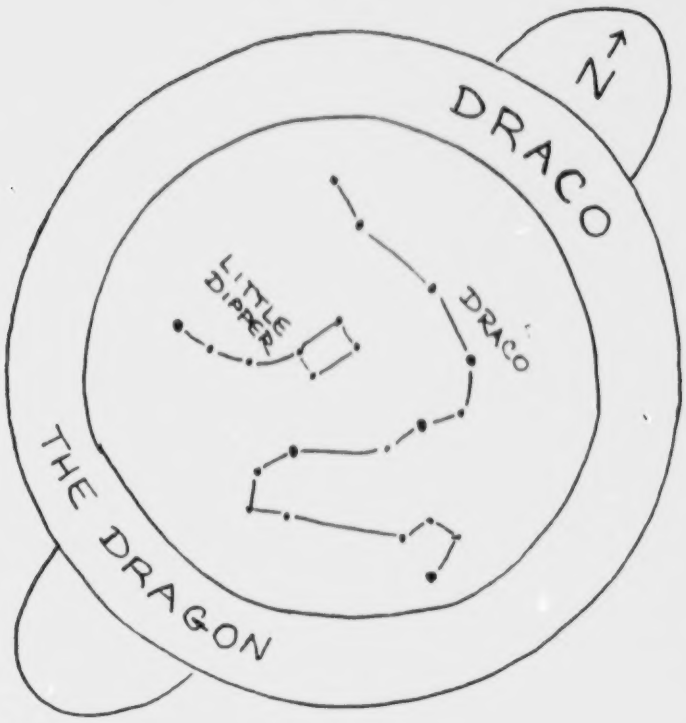

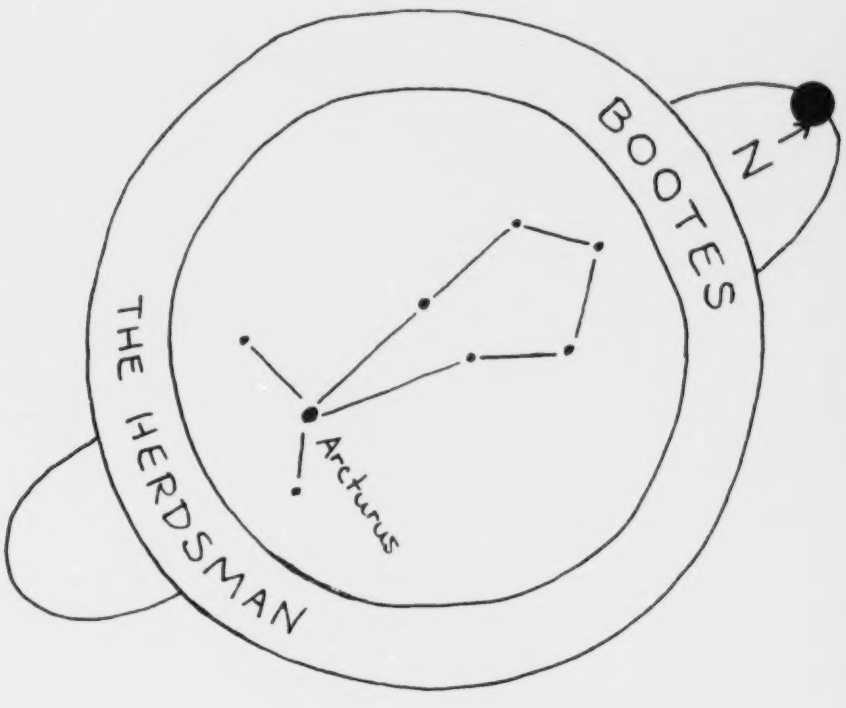

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"WHAT'S OUT THERE?"

AGE LEVEL: School-age (c. 6-12)

PROGRAM:

1. We're going on a trip to outer space! What shall we take with us? Have the children compose a list of items they would like to take on such a trip, such as favorite foods, necessities, entertainment items.

2. Talk about how we would get where we're going, what we might see, what dangers there might be, etc. Then, do a "Be Space Explorers" movement activity (the type of thing that can be found in Nelson, Esther. MOVEMENT GAMES FOR CHILDREN OF ALL AGES. Sterling, 1975). Have the children mime what's happening as you tell the action -- use your imagination or ideas the children have suggested.

   a) Get into spacesuit, practice moving in the suit. Climb ladder into the spaceship, get strapped in. Countdown and blastoff. Perhaps weightlessness (tumbling?).

   b) Arrive at planet, climb down ladder. (Decide whether there is heavy gravity or light gravity.)

   c) Walk in spacesuit in swampy ground, through tall grass so high you can't see ahead of you, etc. Collect specimens. Meet dangerous animal. Meet and greet an intelligent being, etc.

   d) Go back to spaceship and blast off for home.

3. Have a variety of objects, such as a hard-boiled egg (in shell), a rubber ball, a piece of styrofoam, a whisk broom, a feather, etc., on a tray behind some sort of screen so children cannot see what the objects are. Ask a child to come up, feel one object without seeing it and tell what that object might be on the planet they just visited. (Perhaps have two children feel and describe the same object, to see what different interpretations there are.) Show the object to the rest of the group, then go on to another object, etc.

4. Assume there is intelligent life on this planet. Ask questions about this life, such as What kind of shelter/ house would the being live in? What would it eat? What does it wear? What games does it play? etc. Choose one or more of these questions for the next part of the program.

Ex.: What does it eat?
In Chapter 4 there is a finger puppet play called "Out-of-This-World-Soup" which is very closely based on STONE SOUP by Marcia Brown. (From MUDLUSCIOUS by Jan Irving and Roberta Currie.) While the play will work all right with finger puppets, it would be even more fun to do as a playlet using five children and yourself. Decide with the children before the program day what each space creature should look like and let the children do headdresses and/or a costume to wear for the play.

You could follow up on this with an alien food-tasting, making up such foods as squares of dark bread covered with cream cheese tinted purple or green; Rice Krispie balls with jelly bean eyes and carrot stick antennae; Flying Saucer cookies with a marshmallow on the top and M&Ms around the edges, etc.

Ex.: What does it play?
-- How about musical chairs, with weird synthesizer music as background?

-- "Robot Says": have a leader instruct what foot should step forward, what arm up, etc. Any child robot who moves any part of his body without being directed is out of the game.

-- A low-gravity ball game, using a Nerf ball or balloons.

5. Craft (if there is time) : Make a spaceship. There are a number of books available with ideas for this, using easy-to-find materials such as toilet tissue rolls, paper plates, construction paper, paper cups, milk containers, etc. Decorate with whatever is handy.

Suggested books:

West, Robin. FAR OUT: HOW TO CREATE YOUR OWN STAR WORLD. Carolrhoda, 1987.
Blocksma, Mary and Dewey Blocksma. EASY - TO - MAKE SPACESHIPS THAT REALLY FLY. Prentice-Hall, 1983.
Pitcher, Caroline. BUILD YOUR OWN SPACE STATION. Aladdin Books/Franklin Watts, 1985.

- Mary Lou Rakow

ADDITIONAL PROGRAM IDEAS

1. Make clay dough or plasticine scenes or figures of outer space and/or aliens. For example, there is a good idea for making a space scene in Reid, Barbara. PLAYING WITH PLASTICINE. Morrow, 1988. pp. 70-71.

2. Make spacemen masks or decorate space helmets with paper bags or paper plates. Do this at a program and provide the materials, or ask the children to come to the program with their already-made mask or helmet and/or costume and have a parade or judging.

3. Fashion show. Have children come to the program dressed as their favorite science fiction book character.

4. "Landing Your Spaceship" game (either indoors or outdoors):
   -- Use a frisbee as a spaceship or make several flying saucers with paper plates (see Blocksma. EASY-TO-MAKE SPACESHIPS THAT REALLY FLY).
   -- Have a large circle cut out of poster board (c. 24" in diameter). Lay this on the floor or ground about 6 ft. away from the starting line (you could also place smaller circles as moons around it).
   -- Players should stand behind the line and one at a time flip the spaceship, trying to land on the planet.

5. Adapt a balloon game: tie an inflated balloon to the ankle of one of a pair of children. The pair stand with arms around each other's waist; they must stay like that throughout the game or be disqualified. The child without the balloon tries to stomp on the balloon and break it, while the other child tries to protect the balloon. Any pair whose balloon is broken drops out of the game. Winner is the last pair with a balloon intact.

6. Use Milky Way candy bars as prizes, perhaps.

7. There is a 4-H program available through your local county Agricultural Dept. called "Blue Sky Below My Feet: Adventures in Space Technology". This is a multi-media program focusing on forces, fibers, and food and is intended primarily for ages 9-12 but could be adapted for a somewhat wider age range. The program includes TV programs, posters, buttons, a rocket kit, and more to show children how forces such as gravity affect their lives and the lives of astronauts, what roles fibers and textile products play on Earth and in space, and the nutritional requirements of our bodies whether on Earth or in space.

   The local 4-H extension agent may not have the program on hand but can order it; if you want to use some part of this by having a 4-H agent do a program for you, you had best book it as early as possible and tell the agent clearly how much time you have available, the age range, etc.

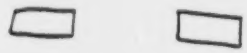
8. Be sure and check the 1985 SRP manual ("Imagine..Just Imagine") for an extensive chapter on science fiction activities, including the reprint of a play called "The Book That Saved the Earth."

- Mary Lou Rakow

ROBOT ROMP
A Tell and Draw Story

One day, I went down into my cellar.

I was tired of cleaning up my room and wanted to see if there was anything that could help save me some work.



I dug around through some junk and tossed FOUR BOXES aside to get at some scraps of metal that were at the bottom of the pile of junk.

(limbs)

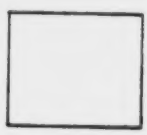
I found some great GADGETS: all sorts of old knobs and dials and shiny handles.

(face and panel dials)

I built a wooden STAND and set up some of the knobs on top of it so that it looked really neat.

(chest panel)

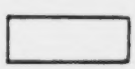
Then I bent and unbent a big piece of METAL until I got it all smoothed out.



(head)

Next I took some loose WIRES and used them to rig up a BATTERY.

(head wiring)



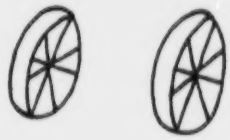
(top of head)

131

That battery could operate TWO SCOOPS that might pick toys up from the floor of my room.

(hands)

I was so lucky that day, because I even found some old doll carriage WHEELS that could make my cleanup machine easy to roll into the bedroom.



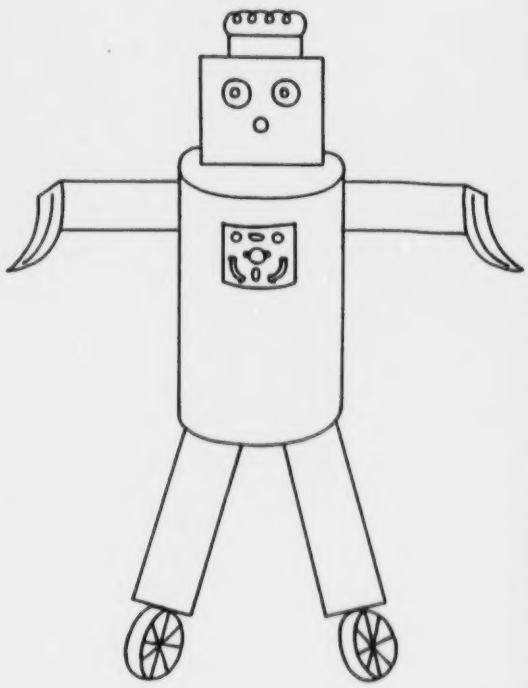
(feet)

But I still needed something to tie all my great parts together so I dug and dug through a pile in the corner of the basement.

And then I found it - a rusty old BARREL that I could salvage.

(body)

It would make the perfect body for my Roving Room-Restoring ROBOT!



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"STAR FESTIVAL"

AGE LEVEL : All ages

COMMENT : This is a good program to "launch" your summer reading program or to provide a "happy landing" for the finale.

PROGRAM:

Have the festival outside in the twilight, or decorate the library in an outer space motif.

*Do you have material left over from "Night of 1000 Stars?" Incorporate them into your program. Have several Stars of your community read aloud. Incorporate some of the ideas from this manual.

*Tell star legends.

*Show a feature length film outside, have families sit on blankets.

*Have a Moon Rock hunt. Paint rocks and have them hidden prior to the program. Let families compete to see who collects the most rocks.

*Hide macaroni on the lawn to find and string for the longest family necklace.

*Have an astronomer or science teacher conduct a tour of the stars, launch a rocket, or demonstrate some of the science experiments in the manual.

*Have a hot air balloonist land near the library.

*Make a banner of "Star Readers". Mix tempera paint with cheap dish detergent. Have the children and parents make their hand prints on a white sheet.

*Make a "Space Creatures" banner. Using an ink pad, children and parents can make thumbprints, adding features with a marker.

- Carlene Morton

"SPACED-OUT COSTUME CONTEST AND SPACE WALK"

AGE LEVEL : All ages

PROGRAM :

The Spaced-Out Costume Contest is fun for all ages. (You can even have a Spaced-Out Costume Day if you do not want to do a contest.) Invite children to design their own Spaced-Out costumes and wear them to your program. Be sure to let them know early in the summer so they will have time to plan their costumes. Have a display of books about make-up and costumes before and during the program.

Plan on awarding prizes, the more the better, and the crazier the category, the better. For a judged contest, you need...judges! Two or three will do. Bribe another staff member, ask your director, call in a favor from a friend. Just avoid being a judge yourself.

After all the children have arrived and you have done whatever opening business you always do, have the children who want to be in the contest to line up. Give each child a number on a 3" X 5" card. Prepare at least 100 so that you won't be short. Have extra cards available for any overflow. Do not identify the child by name to the judges. Make sure the children hold onto their numbers.

Give the judges the tally sheet and explain the various categories ahead of time. During the judging, they can write the number of their choice in the space next to the category. After making their joint selection, the judges will call out the winning number. Ask the child his name and announce the winner. Present the winner with the category award button. As the winners are announced, have someone write the winner's name in the space next to the category.

Take pictures of all the contestants.

PRESCHOOLERS

You can combine the Costume Day and Space Walk with a storytime but it's best to plan on the walk taking up most of your program time. With preschoolers, a participation ribbon or button award works best. This award can be made with little cost and just a little staff-time. Since each child will get a ribbon, make sure you have enough for everybody. If you have an open storytime, over-estimate how many you'll need. You can use the excess for the school age children.

SCHOOL-AGE

School-age children really enjoy this program! They can be so creative and outrageous!

FAMILIES

Why not invite whole families to participate! If parents don't want to dress up, they can always help run the program. You can ask them to bring refreshments, help register the kids, and chaperone the Space Walk.

After the Costume Contest, line the children up and go on a SPACEWALK!

SPACEWALK

Perhaps the best time to have a Spacewalk is during the week of July 20. July 20 is the date that man first walked on the moon.

Make moonwands with the children during another program so they can carry them on the spacewalk.

Make banners with the Summer Reading Program Posters, colored stars, planets, starmaps, posters,and anything that is spacey attached to dowels or yardsticks so that two children can hold them as they walk.

Get a tape of music from "STAR WARS" or "STAR TREK" or other science fiction film scores and bring along a couple of loud jam boxes or tape players, so that you can have music along the way.

Get out your rhythm band instruments and pass them out to the children.

Let the children make up a chant or rap to accompany their walk.

Plan your route carefully. Mark the starting places with stickers or balloons. Determine where the parade route will end, preferably in front of the library. You can walk around inside the library, around the outside of the library, around a nearby park, around the block or anywhere you choose. (It depends on your location and stress level.) You know what will be the safest and best thing to do in your area. The children will have the same fun walking around the library. It's just a little more visible to walk outside.

If you plan to leave the library premises and march downtown or around the block, you might want to let your police department know your plans. Request that, if possible, an officer accompany you, especially if you will be crossing streets. Make sure the parents know about the walk and enlist them as walkers too. Let the media know - a spacewalk makes a great picture for the paper.

Walk only on the sidewalks. Take as many adults as you can with you. Parents or caregivers MUST accompany preschool children. If you don't have a police officer with you to control traffic, have an adult in a very visible costume hold traffic at intersections until all children have crossed. Try to avoid busy streetcorners.

Rather than cross more streets, reverse course. Have the children turn around. Then the back of the parade becomes the head of the parade.
During the walk, bear in mind that preschoolers tire more quickly than school-age children. Take lots of pictures! Have fun!

PARTICIPATION RIBBON INSTRUCTIONS

Materials:
colored crepe paper
summer reading program stickers or cut our button designs
magic scotch tape

1. Cut a 3 to 4 inch strip of crepe paper.
2. Put a sticker on either side of one end of the strip or tape two button designs together with the top of the strip between them.

JUDGES AND AWARD RIBBON INSTRUCTIONS

Materials:
colored crepe paper or ribbon
buttons with summer reading logo
masking tape
stapler
magic marker
a few unruled 3" X 5" note cards or catalog cards

1. Cut two 3 or 4 inch strips of crepe paper or ribbon for each award.
2. Staple the strips together.
3. Cut a strip from a note card. Write "JUDGE" or a category title on the note card strip.
4. Staple or tape the strips of ribbon or crepe paper to the note card strip.
5. Secure all three strips to the back of the button with tape. Make sure you can read the word(s) when you attach the strips to the back of the button.

You can add curled ribbons or stars or anything you wish to make them festive.

SAMPLE CATEGORIES

Best Alien
Best Astronaut
Funniest
Most Original
Most Way-Out
Prettiest
Scariest
Silliest

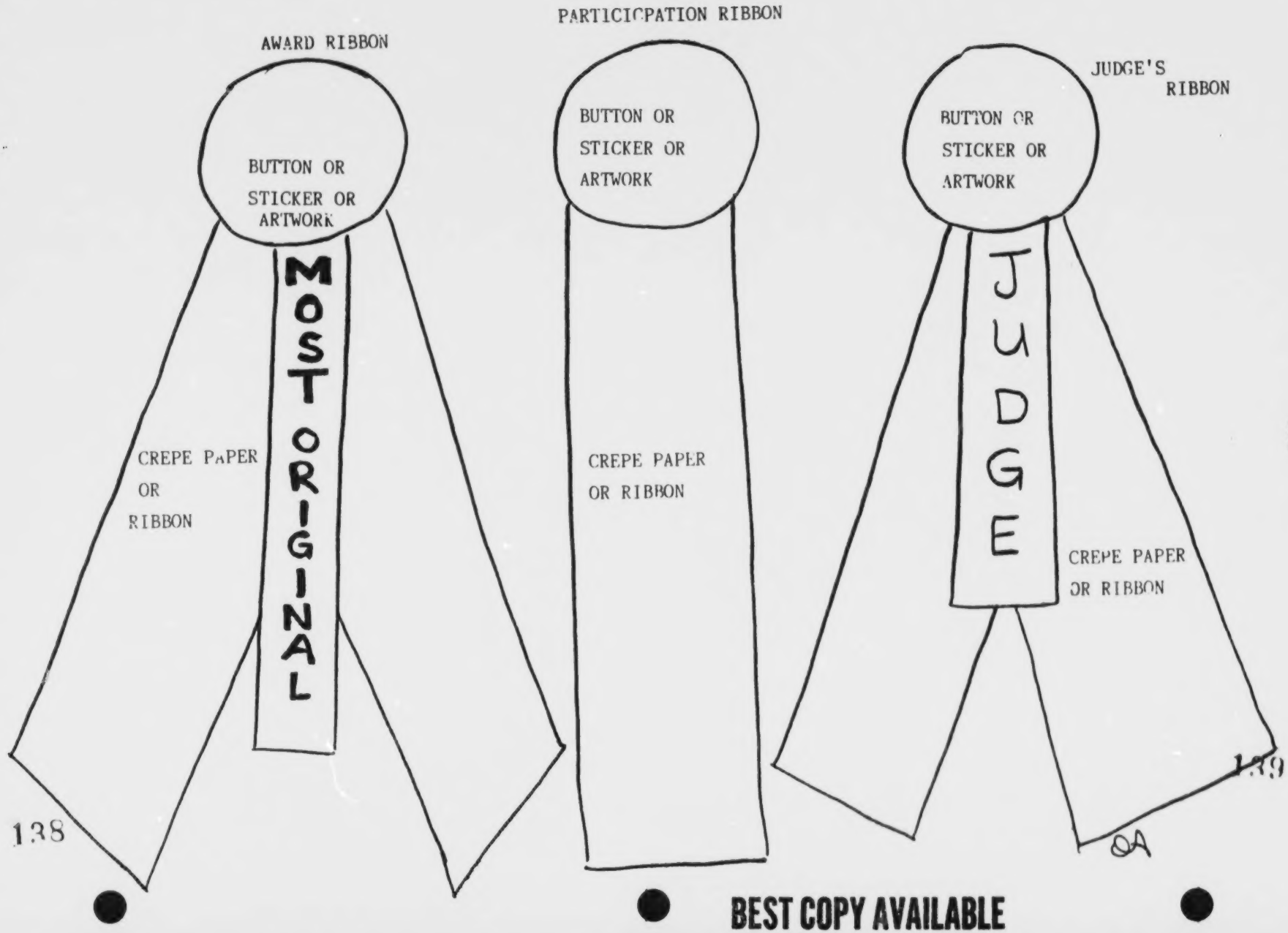
SPACED OUT COSTUME CONTEST JUDGE'S TALLY SHEET

CATEGORIES	CONTESTANTS' NUMBERS										NAMES
BEST ASTRONAUT											
BEST ALIEN											
FUNNIEST											
MOST ORIGINAL											
MOST WAY-OUT											
PRETTIEST											
SCARIEST											
SILLIEST											

Olive B. Auger

AWARD AND JUDGES RIBBONS
SPACED OUT COSTUME CONTEST

Olive B. Auger



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SPACED OUT COSTUME CONTEST BOOK LIST

The following titles were found in CHILDREN'S BOOKS IN PRINT, 1989-1990.

Abala, Leila. EASY HALLOWEEN COSTUMES FOR CHILDREN 3RD REV. ED. Publishers Group: 1987. 0-9691932-8-9. 12.95

Gates, Frieds. EASY-TO-MAKE-MONSTER MASKS AND DISGUISES. Prentice Hall: 1981. 0-13-277894-0. 3.95.

Supraner, Robyn. GREAT MASKS TO MAKE. Troll Assoc.: 1981. 0-8935436-6. 10.49.

Velez, Walter. THE STAR WARS BOOK OF MASKS. Random: 1983. 0-394-87474-9. 3.50.

The following titles will be helpful and may already be in your collection. They were not in CHILDREN'S BOOKS IN PRINT, 1989-1990.

Barkin, Carol, and James, Elizabeth. THE SCARY HALLOWEEN COSTUME BOOK. This book contains advice which could be helpful in creating an alien creature.

Conaway, Judith. MAKE YOUR OWN COSTUMES AND DISGUISES.
This book includes instructions on making a "Space Traveler's Suit," "Space Traveler's Gear," an "Extraterrestrial Mask," a dragon costume, a medieval costume (which could be adapted any number of ways), and boots and leggings.

Eisner, Vivienne. QUICK AND EASY HOLIDAY COSTUMES.
This book has a very helpful section on how to make 5 basic costumes: a headband, tunic, full skirt, cape, and sandwich board.

Gates, Frieda. MONSTERS AND GHOULS: COSTUMES AND LORE.
This book includes a section on science fiction costumes.

- Olive Auger

Toilet Paper Solar System
Model of Relative Distances

AGE LEVEL : All Ages

The nine planets in the solar system are various distances from the Sun. Space is vast, and distances are great. Summer readers can get a better idea of the size of the solar system by building a scale model.

MATERIALS:
Index cards
Toilet paper with at least 365 sheets in a roll
A long hall or open area
Optional - pictures of the nine planets

INTRODUCTION:
You can introduce this activity by using a model car. Discuss that the model car is constructed to be a scale model of a regular sized car. Point out that the measurements in a scale model are accurate but scaled down. Think of other objects that are scale models. One example can be a globe of the earth. Explain that the group will be building a scale model of the solar system.

PROCEDURE:
The toilet paper becomes Astronomical Distance Paper. If each separate sheet of toilet paper represents 10 million miles then on this scale the Sun will be represented by a 3/8" bead; our earth will be the size of a dot made with a sharp pencil. If each separate sheet of toilet paper represents 1 million miles, then on this scale the sun will be represented by a small grapefruit; our earth will be the size of the thickness of a paperclip. The time to get to the next object is calculated for travel at the speed of light - 186,000 miles per second.

Use either one of the scales provided to determine how many sheets of toilet paper it will take to represent the distance from the Sun to each planet. The toilet paper is rolled out and the sheets counted. At each appropriate planetary point, put an index card with the planet's name. You could put interesting data about the planet on each card or display a picture of the planet if you have one. When the solar system is completed, travel the solar system as a group. Discuss each planet as you come to it. (Note: the planets do not line up as this model shows. They travel at different speeds in ellipses around the Sun and are in different locations.)

HINTS:
This activity should be done in a long hallway or on a windless day outside. The toilet paper tends to tear. It helps to place small objects on the paper as it is rolled out.

DATA

Distance from the Sun
(each sheet = 10 million miles)

PLANET	DISTANCE FROM THE SUN	SHEETS OF TOILET PAPER
Mercury	36,000,000 miles	3 1/2 sheets
Venus	67,000,000 miles	6 1/2 sheets
Earth	93,000,000 miles	9 1/2 sheets
Mars	142,000,000 miles	14 sheets
Jupiter	483,000,000 miles	48 1/2 sheets
Saturn	888,000,000 miles	89 sheets
Uranus	1,783,000,000 miles	178 sheets
Neptune	2,795,000,000 miles	279 sheets
Pluto	3,667,000,000 miles	365 1/2 sheets

* Note: The nearest star is Alpha Centauri. Using this scale, the star would be 2,500,000 sheets of toilet paper (or 6,250 rolls of toilet paper) away.

DATA

Distance from the Sun
(if each sheet = 1 million miles)

OBJECT	TIME TO GET TO NEXT OBJECT	DISTANCE (HOW MANY SHEETS OF PAPER	THINGS TO USE TO SHOW SIZE	DIAMETER
Sun			Small Grapefruit	865,380 mi.
Mercury	3 minutes	36 sheets	Thin staple hole	3200 mi.
Venus	6 minutes	57 sheets	Paperclip thickness	7600 mi.
Earth	8 minutes	93 sheets	Paperclip thickness	7900 mi.
Mars	12 minutes 42 seconds	141 sheets	1/2 Paperclip thickness	4200 mi.
Jupiter	43 minutes 18 seconds	483 sheets	Larger than hole in LP record	88,700 mi.
Saturn	1 Hour 19 minutes	886 sheets or 1 roll + 386 sheets	Pencil thickness	75,000 mi.
Uranus	2 hours 40 minutes	1783 sheets or 3 rolls + 283 sheets	Tennis shoe lace hole	30,900 mi.
Neptune	4 hours 10 minutes	2793 sheets or 5 rolls + 293 sheets	Tennis shoe lace hole	27,700 mi.
Pluto	5 hours	3675 sheets or 7 rolls + 175 sheets	1/2 thin staple	1500 mi.
Alpha Centauri	4 Years 54 days	24,437 Rolls	Small soda straw	40,000 mi.

(1 roll toilet paper equals 500 million miles - 500 sheets per roll)

Adapted from George Reed, THE ASTRONOMY OF ONE CONSTELLATION, 1976.

PROGRAMS FOR ALL AGES

More Ideas

1. Have a "Space Day". Set up 6-8 exhibits concerning space. This is a perfect activity to hold outside. Invite local experts, science teachers, astronomers, star-gazers, and interested patrons to set up booths. Hands on activities are popular.

Ideas for Booths

* Model airplanes
* Demonstrations of radio controlled cars, planes or robots.
* A rocket or balloon launch
* Science experiments
* Space food "tasting" of freeze dried foods

Children and their parents can drop in any time during the program.

2. Have an evening of space contests. Children can enter according to age. Plan relays etc. around a space theme. Have lots of prizes for everyone and (of course) serve space food.

3. Have a Space Game Day. Adapt games from "The New Games Book" or "The Cooperative Sports and Games" book. Make up space titles and themes for each game. Fun for the whole family.

4. Plan a "Space Pioneers" Day. Children and their parents are colonists to Mars.

* What will they take with them from earth?
* What ONE book would they want?
* Make small terrariums to take along.

* Play the "Grandmother's Trunk" (or whatever you call it!) game: "I'm going to Mars and I'm taking apples. I'm going to Mars and I'm taking apples and books." Each person has to remember what the previous people said and add another item in alphabetical order.

* Divide into groups and have each group rank survival equipment in order of importance. Get groups back together and talk about rankings.

* Give everyone citizenship papers from Mars.

- Carlene Morton

CRAFTS & ACTIVITIES

Included in this Chapter:

Food
Craft Ideas
Science Activities
Puppet Shows
Games and Contests

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FOOD

Included in this section:

Cinnamoons
Cheesy Satellites
Space Food Pellets
Weightlessness Sandwiches
Planet Pizza
Lunar Rocks
Design-An-Alien Salad
Gourmet Galactic Float
Outer Space Cooking Contest
Solar Fiesta
Edible Aliens

CINNAMOONS

Toast slices of white bread cut into crescents. Butter the toasted moons and sprinkle with a mixture of 1 teaspoon cinnamon to each tablespoon of sugar.

CHEESY SATELLITES

2 cups grated cheese (about 8 ounces of cheese)
6 tablespoons margarine, softened
1 cup flour, less 1 tablespoon

1. Preheat oven to 425
2. Mix together all ingredients in a mixing bowl
3. Roll into marble size balls and place on a lightly greased baking sheet
4. Bake about 12 minutes
5. Can be baked in electric fry pan set at about 350, for about 15 minutes
6. May be sprinkled with garlic powder, onion powder or chili powder before baking.

SPACE FOOD PELLETS

1/2 cup peanut butter
1/2 cup honey or corn syrup
1 to 2 cups instant non-fat dry milk crystals

1. Mix peanut butter and honey or corn syrup together
2. Add dry milk gradually to make a heavy dough, until it can be kneaded
3. Shape into small balls
4. Yields about 16 one-inch balls

WEIGHTLESSNESS SANDWICHES

Cut moon and star shapes from slices of several different kinds of bread. (Put the crumbs out for the birds.) Fill sandwiches with your favorite spreads: peanut butter and jelly, cream cheese and jelly, liverwurst.

PLANET PIZZA

1 can of 10 refrigerator biscuits (or make your own from scratch)
1 can (8 ounces) tomato sauce
8 ounces cheese (processed, cheddar mozzarella or other hard cheese)
Oregano, crushed

1. Preheat oven to 425 degrees
2. Stretch each biscuit with your fingers to form a circle about 4 inches across and place on cookie sheet.
3. Spread tomato sauce on each of the circles.
4. Grate cheese and sprinkle some on each pizza.
5. Sprinkle a little oregano on each pizza. If you like them spicy, sprinkle a little more.
6. Bake pizzas for 5 to 7 minutes, or until cheese is melted and crust is golden brown.
7. This recipe makes 10 tiny pizzas.

LUNAR ROCKS

1 stick butter or margarine
1/2 pound colby cheese
Oyster or wheat crackers

1. Melt butter or margarine in skillet.
2. Grate cheese
3. Break crackers into small pieces or use oyster crackers
4. Add crackers to the cheese mixture
5. Stir until crackers are coated
6. Enjoy!

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DESIGN-AN-ALIEN SALAD

Let your imagination run wild! Slice a peach, pear, apple, orange or grapefruit in half and place on a bed of lettuce. Use raisins, cherries, celery, nuts, cherry stems (or apple stems or shredded carrot curls) to create eyes, ears, nose, mouth, legs, antennae etc. Also consider candy corn, cinnamon candies, licorice and popcorn (either popped or kernels.)

GOURMET GALACTIC FLOAT

Make a float using your favorite soda and vanilla ice cream. Add just a dab of food color (it won't take much), stir and add candy sprinkles (to energize you.)

OUTER SPACE COOKING CONTEST

(This program is a rendition of the Children's Cooking Contest which has been offered in Forsyth County every summer for the past 10 years.)

Designed for children 6-14. Children PRE-REGISTER by phone or in person. The child's name, age, phone number and recipe name are recorded on the appropriate sign-up sheets. Categories are MAIN DISH, VEGETABLES/SALADS, BREADS, SNACKS AND DESSERTS.

Children prepare ONE dish and do the actual cooking (measuring, stirring, chopping, pouring, etcetera.) Parents may read recipes to children and supervise oven and kitchen equipment to ensure safety.

Dishes are prepared at home and brought to the library 30 minutes prior to the start of the contest with a copy of the recipe. Recipes may be original, family favorites (or secrets!) or selections from cookbooks found at home or in the library.

All recipes are judged according to taste, appearance, nutritional value and originality. Following the judging and awarding of prizes we feast! (Our favorite part.)

SOLAR FIESTA

Cook foods using solar energy.

1. Sun Tea - Place 2-4 tea bags into a glass jar. Fill with water and place outside for 2-4 hours. (Length depends on how much water and tea you use.)

2. Fish - Bake a fish filet. Wrap it in tin foil, season to taste, place it on the sidewalk and leave it for approximately 4 minutes or until thoroughly cooked. (Time will vary according to the thickness of the filet and the strength of the sun at that time of day.)

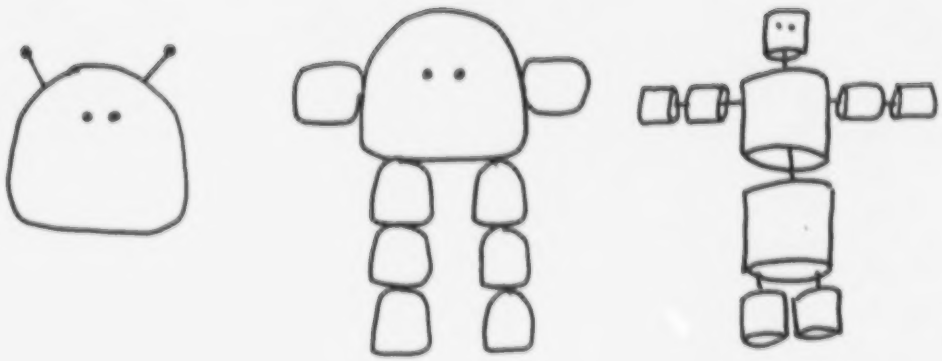
3. Eggs - Sunny-side up! Grease a piece of tin foil with butter or margarine and place it on the sidewalk and crack an egg onto the foil. Cooking time will depend on the strength of the sun at that time of day.)

4. Toast - Butter both sides of a piece of bread, wrap it in plastic wrap and leave it on a hot area of the sidewalk (30 minutes for each side.)

- Carol Tompkins

EDIBLE ALIENS

Give each child a handful of gumdrops or marshmallows in asorted sizes. Provide toothpicks to use as fasteners. Have several sample creatures for children to see before they invent their own edible fantasies. Raisins or currants can be used for eyes. Everyone should start with clean hands! Provide small bags for carrying home their "edible aliens."



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CRAFT IDEAS

Included in this section:

Flying Saucer Puppets
Sizzling Rockets
Rainbow People
Parachute People
Cosmic Cup Puppets
Space Junque Sculpture
Standing Puppets
Space Ships
Changeable Glove Puppet
Robot
Little Green Man
Space Helmets
Moon Masks
Paper Bag Sculpture
Moon Buggy
Robot Box Puppet
Sun Circle Puppet
Cooperative Space Creatures
Martian Egg Heads
Robots and Space Vehicles
Flying Saucer
Space Mobile
Design Your Own Satellite
Rocket Roundup
Refrigerator Carton Rocket
Extra Special Extraterrestrial

CRAFT IDEAS

Flying Saucer Puppets - Very young children can make space puppets. A paper plate becomes a space helmet when kids use crayons, markers, or paper and glue to add features to the face. Fasten to a stick and you have a simple rod puppet.

Sizzling Rockets - Cover a toilet paper roll with tin foil, attach red crepe paper streamers on one end, a piece of string about 12' long to the other. Spin on the string to make it fly.

Rainbow Creature - Attach a paper plate cut in thirds to a tube or stick. Tape on different color streamers and let them fly. What happens when you move fast? Slow? In circles?

Parachute People - Using cloth, string and clothes pins, make a parachutist of the pin, attach cloth and string. Geronimo!

Cosmic Cup Puppets - Drape a hankerchief over the hand. Put rubberbands around the thumb and little finger to make arms. Place decorated paper cup over other fingers and your puppet is ready to blast off. Try decorating with foil, pipe cleaners, colored cellophane.

Space Junque Sculpture - Build aliens or interplanetary vessels, with paper towel tubes, markers, paper, milk and egg cartons, scraps of everything - straws make neat antenna. Awards for all.

Standing puppets - Dress old paper dolls in space costumes, (just trace around and tape on), make an alien landscape of cardboard, add a strip on the back for new puppets to stand in to tell stories.

Space Ships - Make a whole fleet for the little ones by decorating cardboard boxes of all sizes inside and out. Add cups on string for communicators, go wild with glitter and markers.

Changeable Glove puppet - Make all sorts of creature heads of felt and scraps, back with velcro pieces so they can be attached to work gloves with velcro on the finger tips for puppets.

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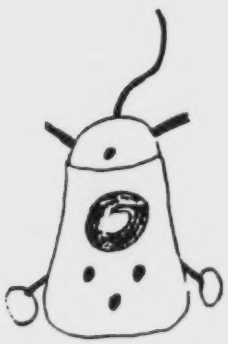
ROBOT

Supplies: Plastic foam cup
Pipe cleaner
Empty spool
Plastic foam ball
Glue
Toothpaste cap

Instructions:

Use plastic foam cup for robot's body. To make wheel, thread a pipe cleaner through sides of cup and through spool so that spool extends just a little above the rim of the cup. Bend ends of pipe cleaner to form arms.



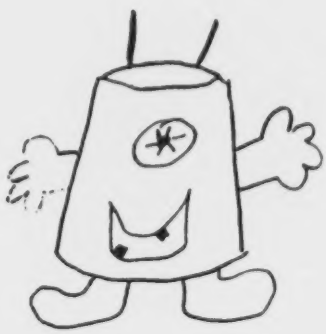
For the head, cut plastic-foam ball in half and glue to bottom of cup. Cut remaining piece of ball into quarters and press two of the pieces onto the ends of the arms.

Press and glue the toothpaste cap to the center of the head. Add pipe cleaner antenna. Decorate robot.

A gentle push from the back moves the robot along a smooth surface.

A LITTLE GREEN MAN

Materials: Styrofoam cups
Glue
Odds and ends
Scissors
Tape



Use the styrofoam cup as a base and create a creature that you might encounter while exploring outer space. Little hands can fit into the cup to use as a puppet!

SPACE HELMETS

Materials: Paper bags, scissors, crayons

Cut out a circle in the center of the front of the paper bag. This forms your faceplate. Decorate the front of the bag with knobs and dials like a space helmet. Put on the helmet and pretend you are an astronaut.

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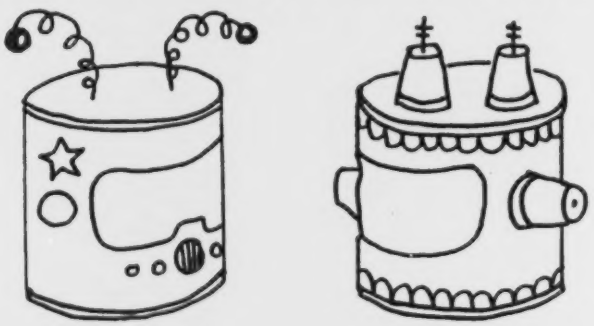
Moon masks - 4 ways!

1. Each child needs a box big enough to go over his head. If the box is small enough to rest on his shoulders, just cut off the flaps. If not, tape the flaps closed and cut a hole larger than his head but small enough for the box to rest on his shoulders. Cut an opening in the front for a face. Then turn the children loose to decorate as they please. Paint, magic markers, paper, foil, buttons, scraps, cups, pipe cleaners, beads, yarn, string, and any odds and ends.

2. Paper plates in bright colors and paper cups to match or contrast plus glitter, brads, foil pie tins, and sparkeled pipe cleaners make really smashing creatures. Detailed instructions for Supperfly and Beettleman are in Woman's Day 10-26-82 or let your own imagination concoct horns, tusks, nostrils, and whiskers.

3. Use ice cream cartons - the round commercial kind - as the basis for space helmets. Easy to cut and just the right size - and free!



4. Fold a square of paper as directed to create a mask with a nose.
   Fold on the diagonal, unfold.
   Fold outer edges to center
   Turn over
   Fold bottom points up - crease 1/4 way up
   Fold tip of point down
   Fold mask in half backward
   Pull nose forward, creasing it to stick out
   Cut out eyes
   Attach string or elastic

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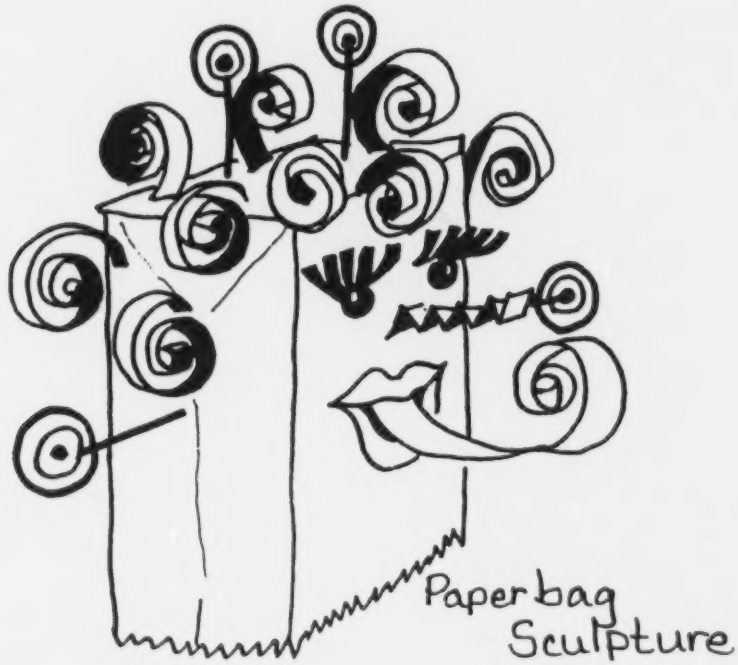
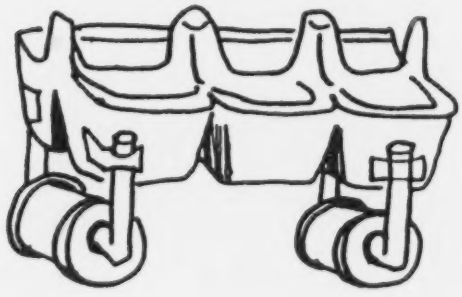
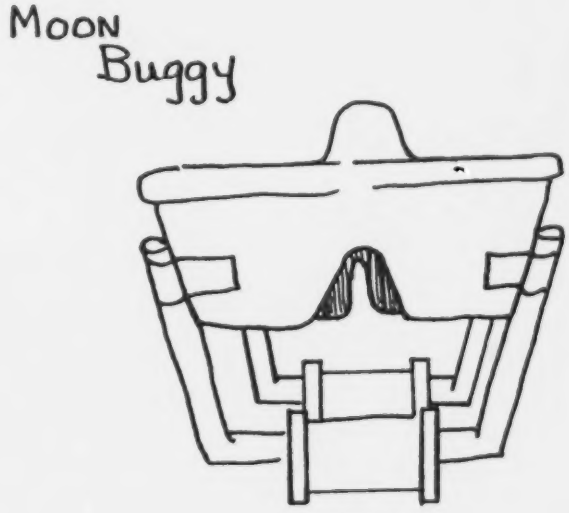
Paper Bag Sculpture - Next time instead of paper bag puppets, stuff the bags with newspaper and decorate for free standing sculptures.



Moon Buggy - Use half an egg carton for a car, attach spool wheels by threading on straws, bending straws and taping on. Cut paper figures for passengers.





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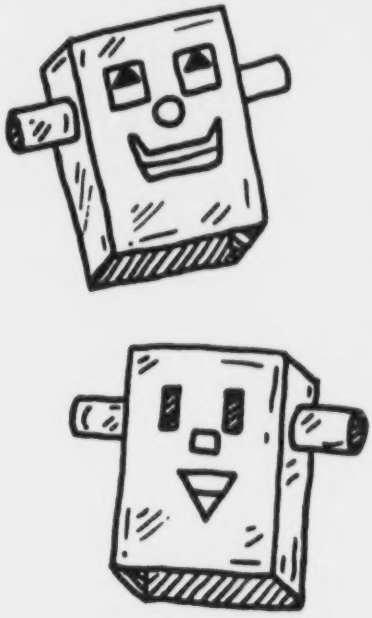
Robot Box Puppet

Materials: Empty detergent box, cracker box or cereal box; cardboard toilet tissue tubes; aluminum foil; construction paper; glue; pair of scissors.

Making the Puppet: Cut the lid off an empty detergent box, cracker box or cereal box and turn it upside down. Cut holes in the narrow sides of the box and insert cardboard toilet tissue tubes for arms. Cover the box and the toilet tissue tubes with aluminum foil. Cut facial features out of construction paper and glue them to the front of the box. Put your hand inside the box to work the puppet.



Robot Song

Sung to: "Did You Ever See a Lassie?"

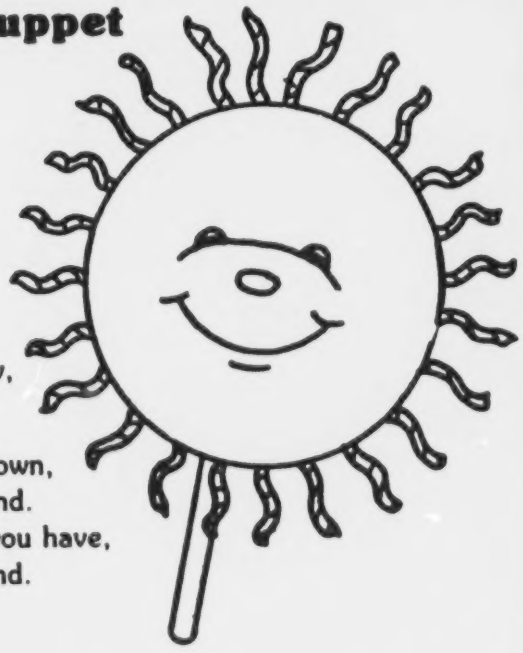
Did you ever see a robot,
A robot, a robot?
Did you ever see a robot
March down the street?
He teeters and totters,
And teeters and totters.
Did you ever see a robot
March down the street?

Jean Warren

Sun Circle Puppet

Materials: Yellow self-stick paper; yellow yarn; felt-tip markers; Popsicle stick; pair of scissors.

Making the Puppet: Cut two 4" circles out of yellow self-stick paper. Remove the backing from one of the circles. Cut yellow yarn into short pieces and place them around the edges of the sticky side of the circle to make sun rays. Remove the backing from the second circle and place it on top of the first circle, sticky sides together, with a Popsicle stick handle in between. Use felt-tip markers to add facial features.



Bright Sun

Sung to: "Row, Row, Row Your Boat"

Bright sun shining down,
Shining on the ground.
What a lovely face you have,
Yellow, big and round.

Susan A. Miller
Kutztown, PA

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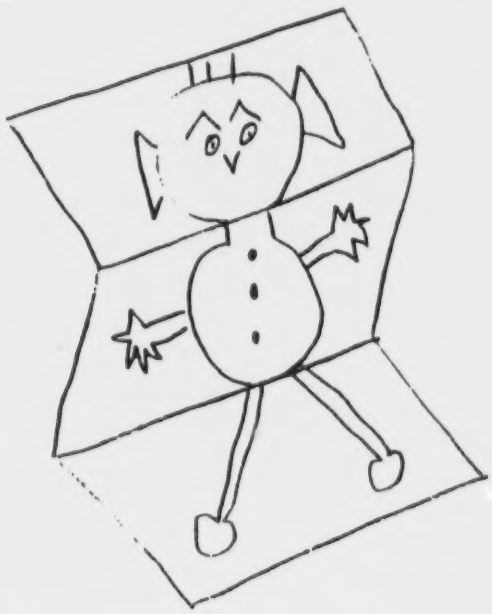
COOPERATIVE SPACE CREATURES

Materials: Paper, crayons, pencils

Fold 8-1/2 x 11 paper into thirds. Divide children into groups of three. Give each group a folded paper and a crayon or pencil. Have the first person draw the head of a space creature. Fold the paper so the head doesn't show. Give the paper to the next person. He draws the body and folds the paper so the head and body do not show. The last person draws the legs and feet. Now unfold the paper and see what the completed space creature looks like.



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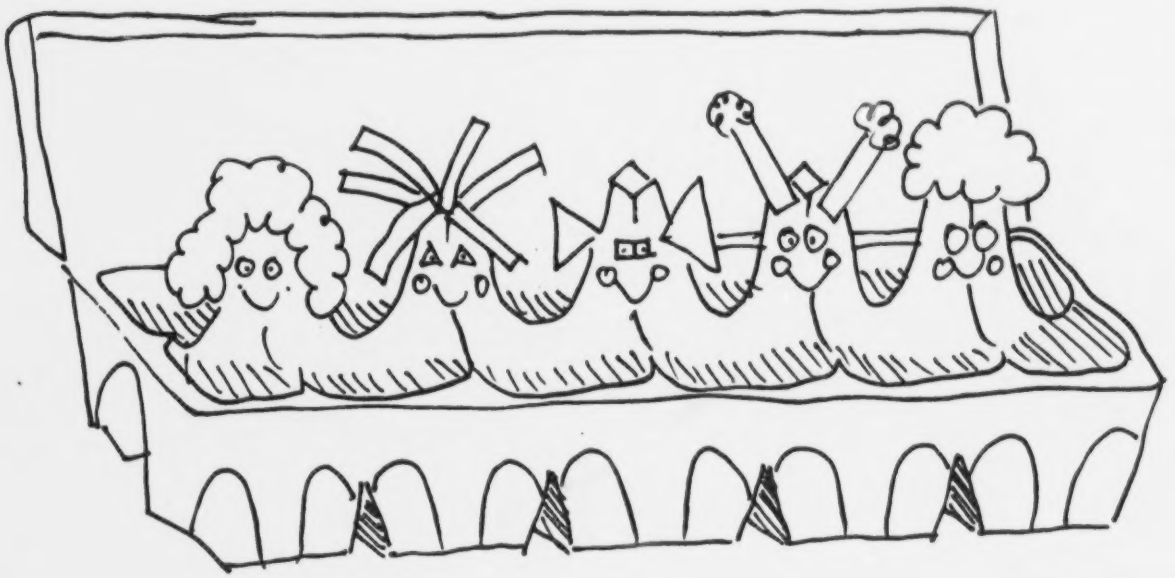
Martian Egg-Head's

- Decorate empty egg carton - the kind with high peaks.
- Add cotton for hair, pipe cleaners or construction paper for antennae, etc.
- Decorate the inside of the carton too.
- Use your imagination!



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ROBOTS AND SPACE VEHICLES

Model robots and space vehicles can be made from combining your choice of the following materials:

Robot bodies and heads:

Old doll bodies covered with crumpled foil
Paper cups
Foil or styrofoam trays (fold in half)
Rubber erasers (cut in different sizes)
Sections from egg cartons
Plastic bottles
Tape recorder reels
Oatmeal boxes or cardboard tubes
Ice cream containers

Control Knobs and Facial Features:

Googly eyes
Sections from egg cartons
Small bottle or jar caps
Uncooked macaroni
Beans or seeds
Used flash cubes
Thumb tacks
Brass fasteners
Bulletin board pins
Buttons or snaps

Hands and Feet:

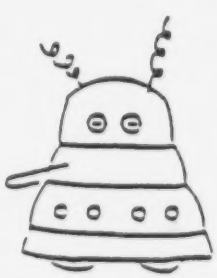
Wads of crumpled foil
Pieces of coat hanger
Clothespins
Wheels from old toys
Spools
Cardboard cut like claws

Antennae:

Pipe cleaners
Paper clips
Straws
Wire coat hangers
Toothpicks
(At the tip of antennae add clay balls, paper geometric shapes etc.)

Spaceship Bodies:

Plastic margarine tubs inverted over toy cars
Paper plates cupped together
Paper cups (shorten and/or combine different sizes)
Plastic or styrofoam cups or bowls
Cardboard tubes covered with foil
Foil or styrofoam trays



Other Useful Items:

Tape, glue, magic markers, clay, string, floral wire, stickers.

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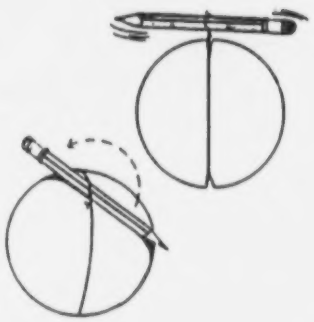
FLYING SAUCER

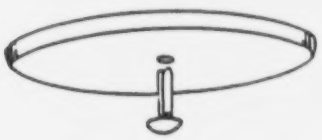
Materials:

- Styrofoam Ball (about the size of an orange)
- Plastic coffee can lid
- Metal fastener
- String
- Pencil
- Markers

Instructions:

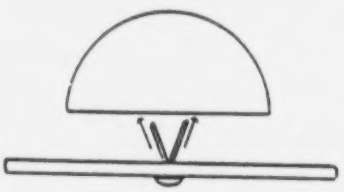
1. Cut styrofoam ball in half. To do this, tie a string around the center of the ball. Slip a pencil between the string and the ball. Turn the pencil around and around. As you turn, the string will tighten and cut the ball in half.

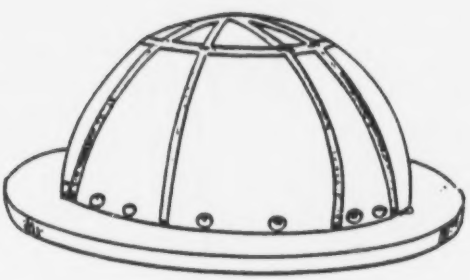




2. Carefully punch a hole in the plastic lid, using the tip of a metal fastener. Push the fastener through the hole.

3. Open the fastener so that the points are spread about 1/4" apart, Press one half of the styrofoam ball down onto the fastener.





4. Using markers, decorate your flying saucer with your own design.

5. Give your flying saucer a backhand toss outdoors and watch it whirl through space.

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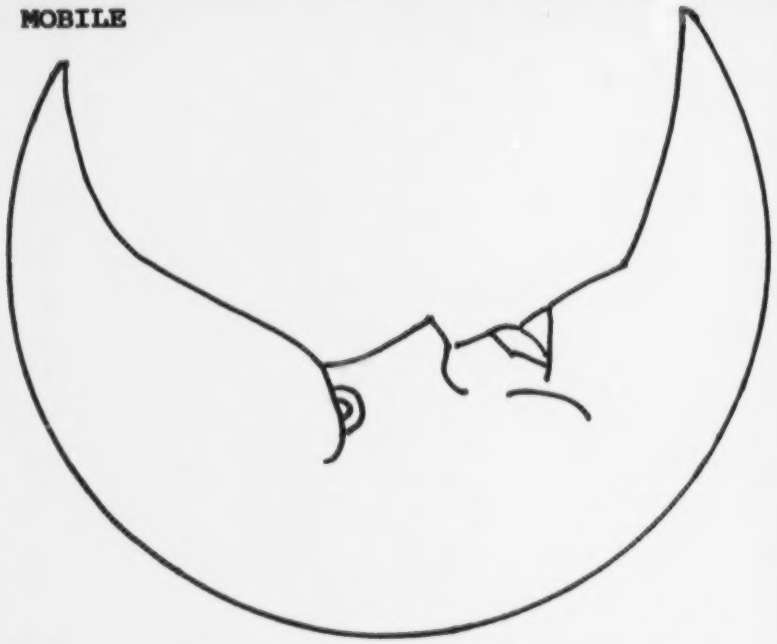
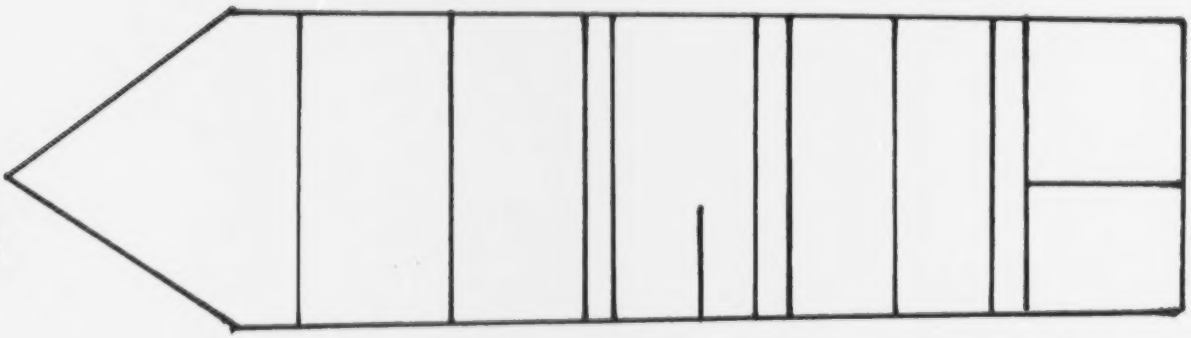
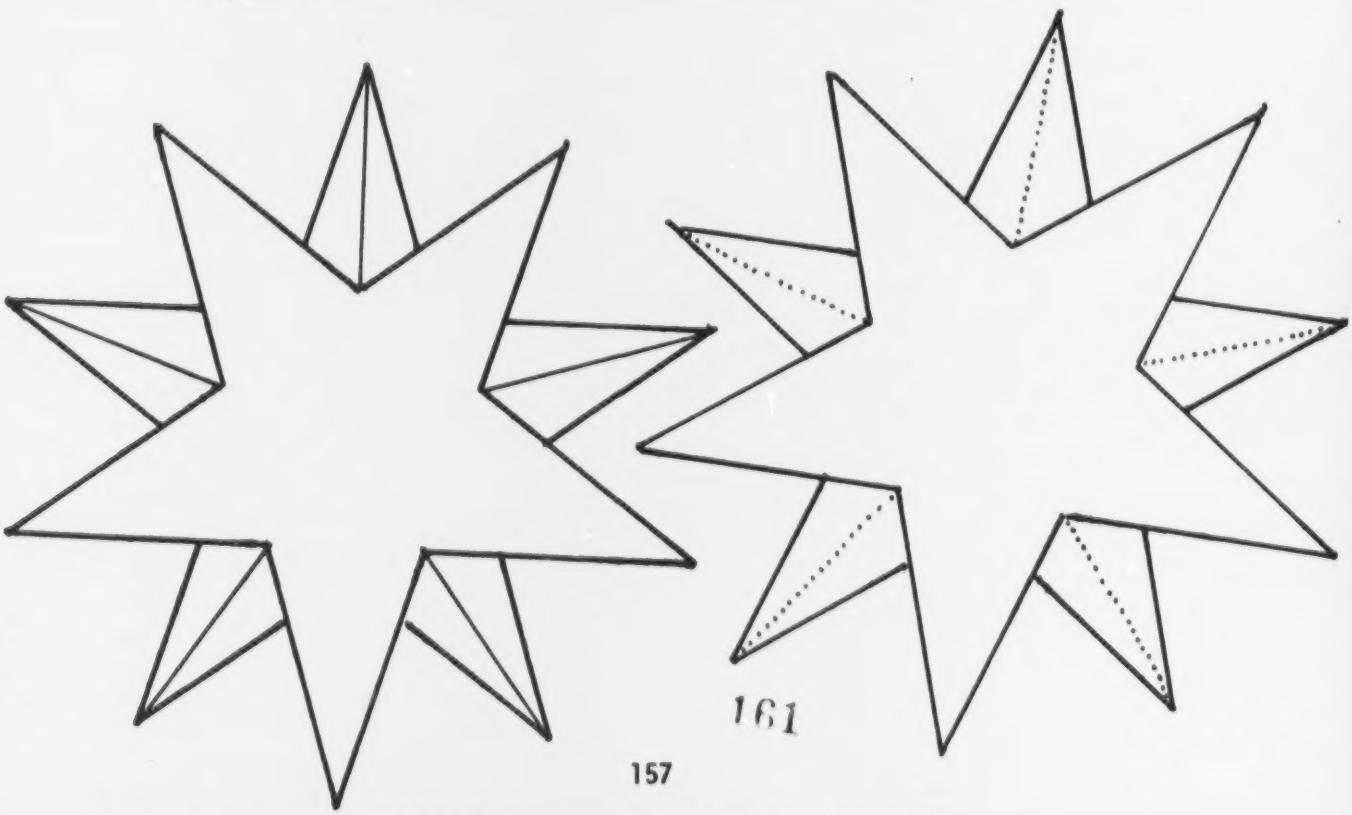
MOBILE

Here are patterns for a space mobile. Cut out and color or trace onto your own paper and hang from fishing line attached to thin wire or coat hangers. Or copy a lot of the stars and hang them over the entrance to welcome everyone to the Summer Reading Program.







Adapted from the 1983 Iowa Summer Reading Program.

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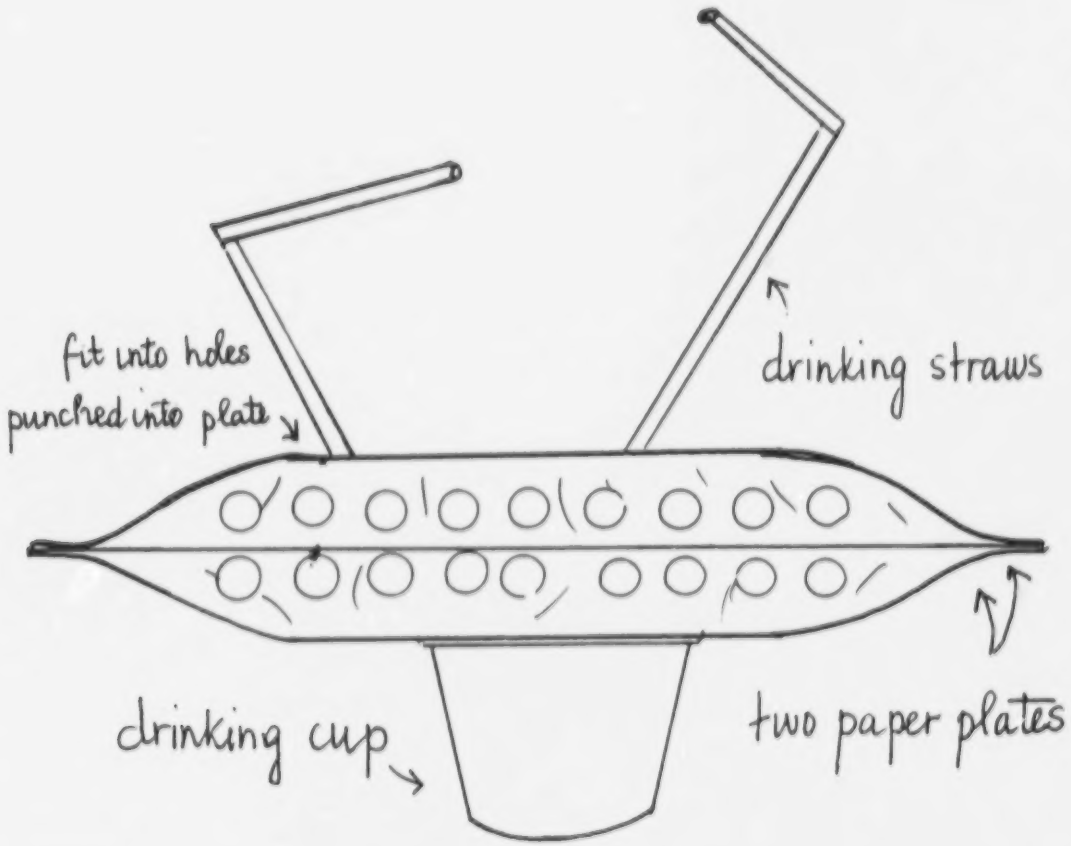
CRAFTS FOR UP IN THE AIR

Design Your Own Satellite Craft

Thousands of satellites orbit around our earth so you can invite children to make their own versions. Some basic materials to supply include paper plates covered with foil, and paper cups to attach to the plates with glue or tape. Small paper parasols and plastic drinking straws can be poked into the basic structure to function as probes and antenna. Colored dot stickers, pipe cleaners, paper curls, and lightweight metal springs (from old pens) can be added to make your satellite more spectacular.



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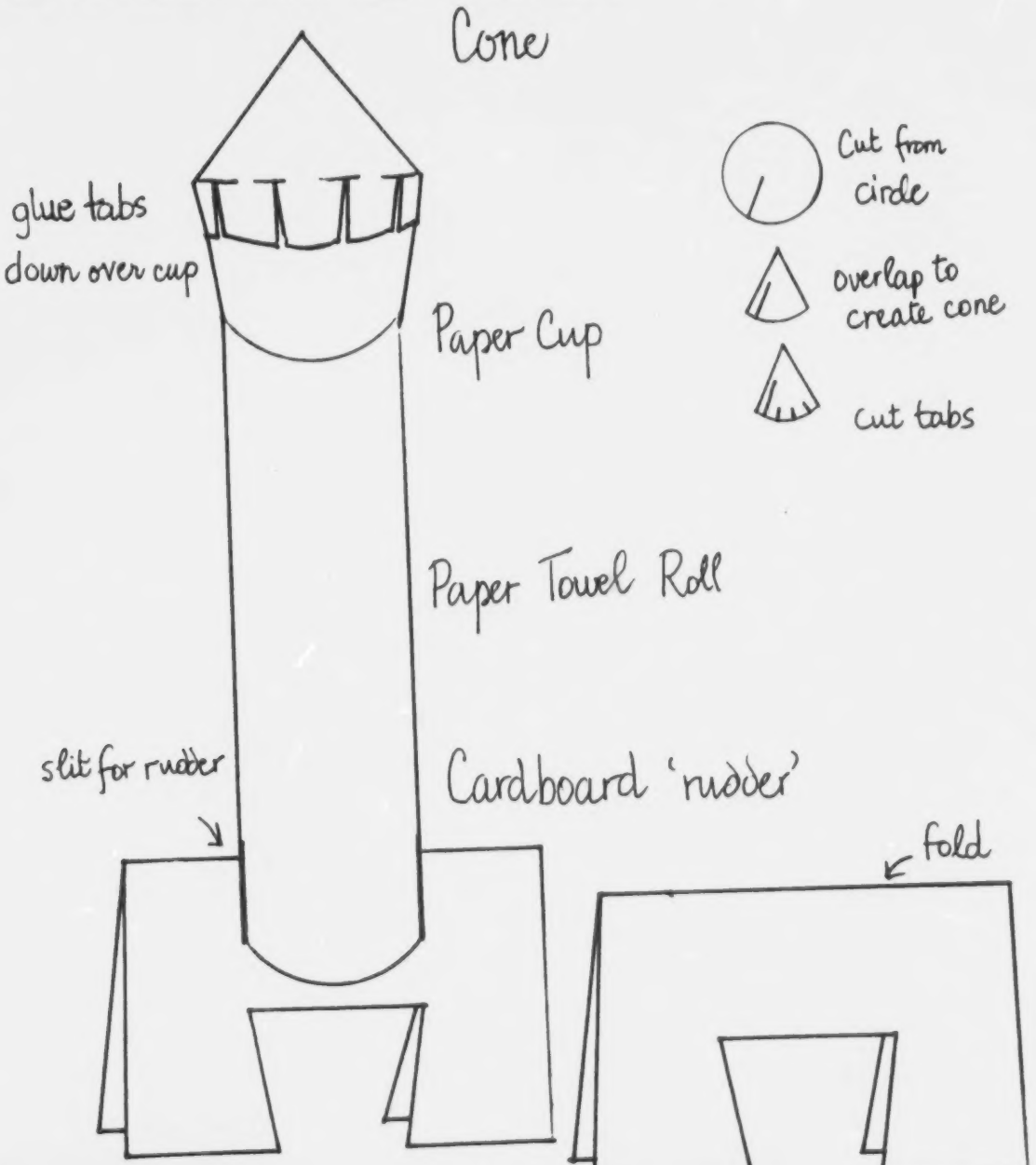
Rocket Roundup

We call this craft "rocket roundup" because you can make rockets from just about anything you can round up around the house. Paper towel and toilet paper tubes are the main body sections of the craft. Smaller paper cups (3oz.) will fit easily into the towel tubes. Then make nose sections for the craft from cardboard circles (slit circle to center and overlap). Glue the tent-shaped section to end of paper cup. Make rudders from cardboard patterns (see illustration.) and then make two slits to slide into the towel tube. Your rocket will stand up. Add red and orange flames from construction paper or tissue paper and tape or glue to the bottom of the rocket if you wish. Blast off!



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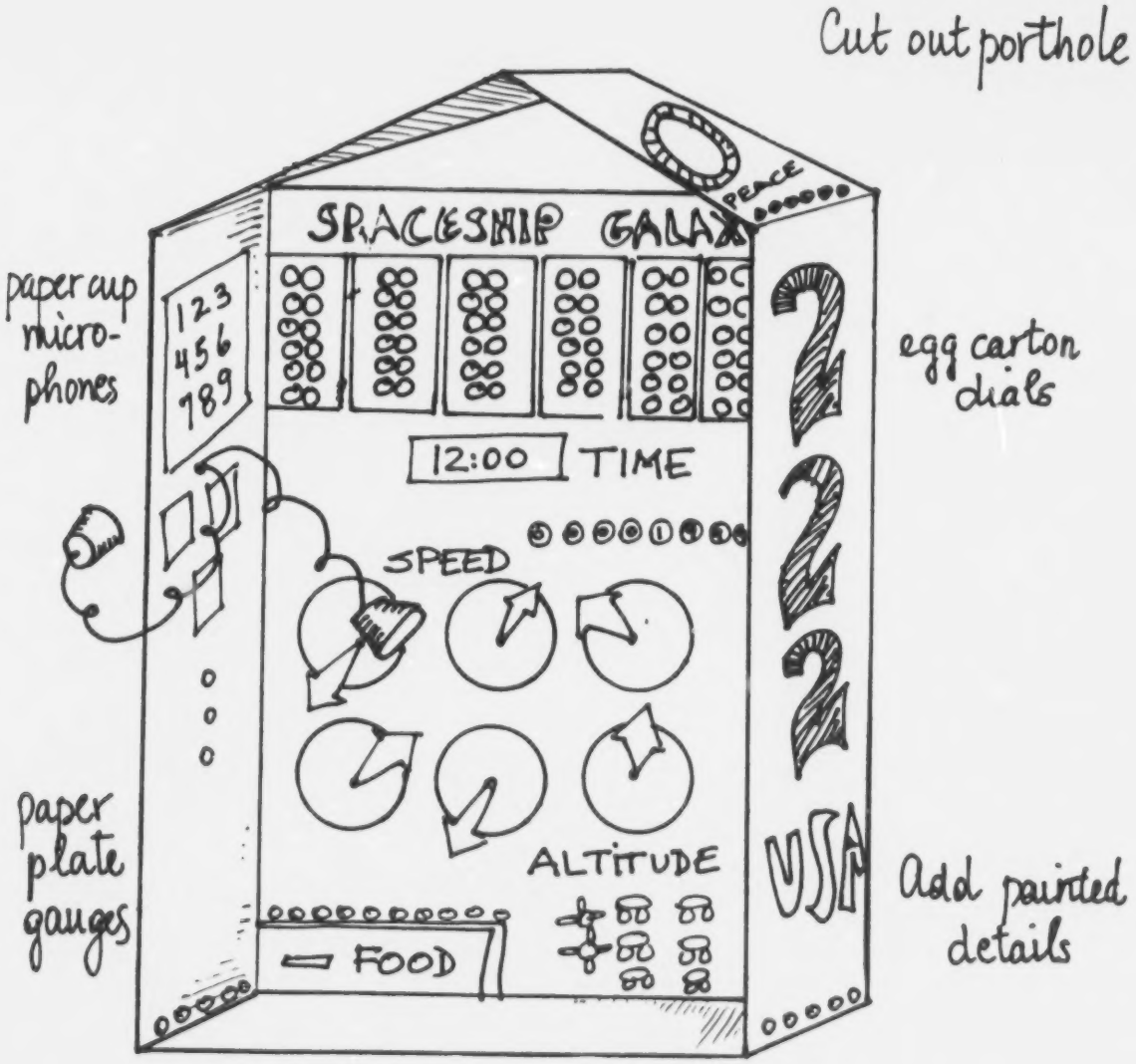
Refrigerator Carton Rocket

Refrigerator cartons make wonderful rocket ships that children can design themselves. You may wish to cut the top into a pointed shape and cut out a few porthole windows. The "windows" can be covered with colored acetate or pictures of planets. Cover the entire carton with butcher paper so children can have a hand in decorating their spacecraft with dials and gears and gauges. Punch a few holes on the inside of the craft and tie strings with paper cups attached to simulate microphones. Children may wish to cover the microphone with foil. This activity will make use of an odd assortment of household items, from egg cartons to Christmas tree ornaments. Dig through your bottom drawers and tool sheds for inspiration.



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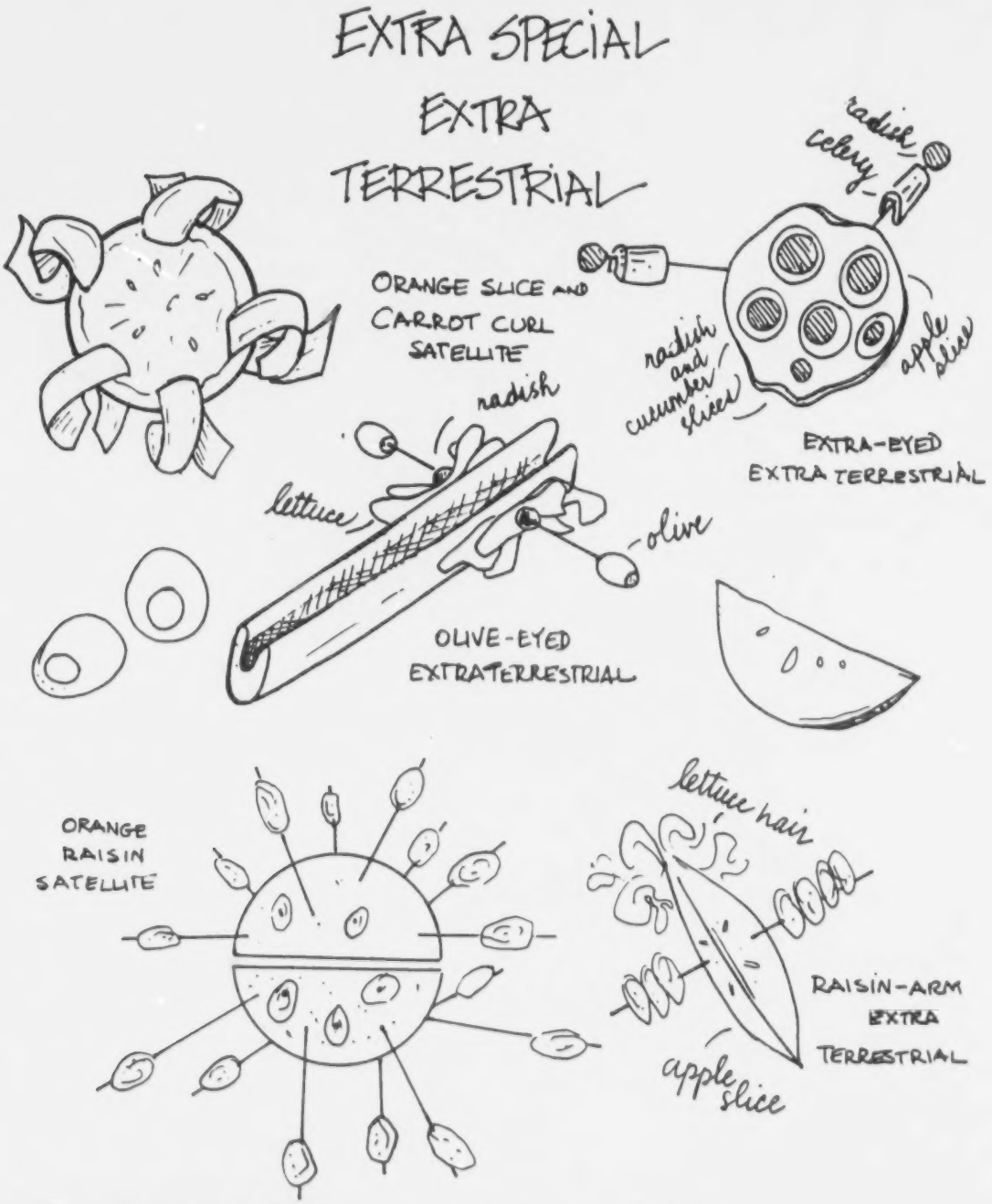
Extra Special Extraterrestrial
(A Carry-Home Craft)

Provide trays of cut up raw vegetables or fruits for children to turn into strange space creatures or vehicles. Carrots may be transformed into rockets, oranges into satellites or an oddball extraterrestrial. Toothpicks may be used to assemble parts (raisin eyes, radish slice mouths, etc.) Curly endive and leaf lettuce make attractive hair. Just let your imagination soar with this craft.



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SCIENCE ACTIVITIES

Included in this section:

For Younger Children

- Finger Boomerangs
- Ring Wing Glider
- Balloon Rocket
- Paper Gyrocopter
- Parachute
- Communications Center
- Solar Energy Collector
- Windmill
- Flying Saucer
- Rocket
- Drinking Straw Flyer

For Older Children

- Balloon Staging
- Hot Air Balloon
- Rocket Car
- Paper Rocket
- Rocket Pinwheel
- Space Shuttle Model
- Star Glider
- Air Pressure Can Crusher
- Gyrocopter

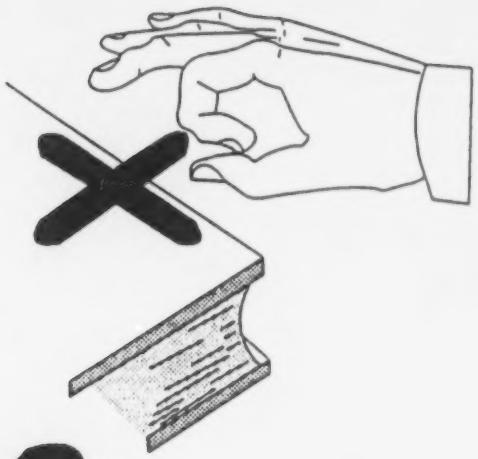
For Outside

- Zero-G Demonstrator
- Soda Pop Can Hero Engine
- More Ideas

FINGER BOOMERANGS

MATERIALS:

File card or index stock
Scissors
Pencil
Pattern



INSTRUCTIONS:

1. Cut out the patterns of the boomerangs and trace them onto a file card or index stock.

2. Cut out the boomerangs from the file cards.

FLYING THE FINGER BOOMERANGS:

Lay the boomerang on the edge of a book and tilt the book slightly upward. The book will serve as a launching platform. Using one of your index fingers, strike the boomerang so that it spins rapidly as it shoots off the book. The boomerang should fly straight out, turn, and come back. If necessary, give the boomerang a bit of additional life by bending the leading edge tips of each wing slightly upward like a forward facing flap.

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RING WING GLIDER

MATERIALS:

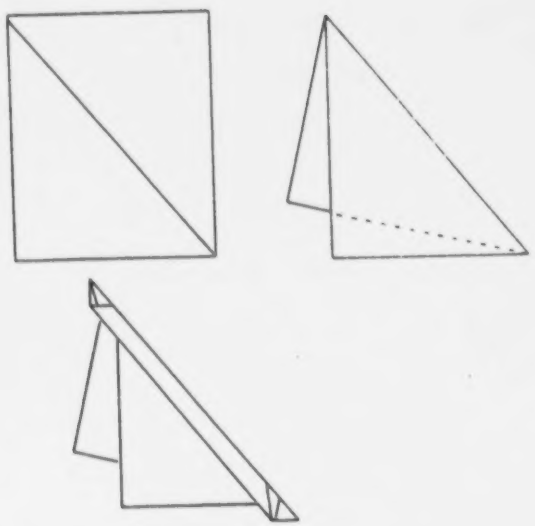
1 sheet paper 8 1/2 X 11"

INSTRUCTIONS:

1. Fold the paper in half diagonally.

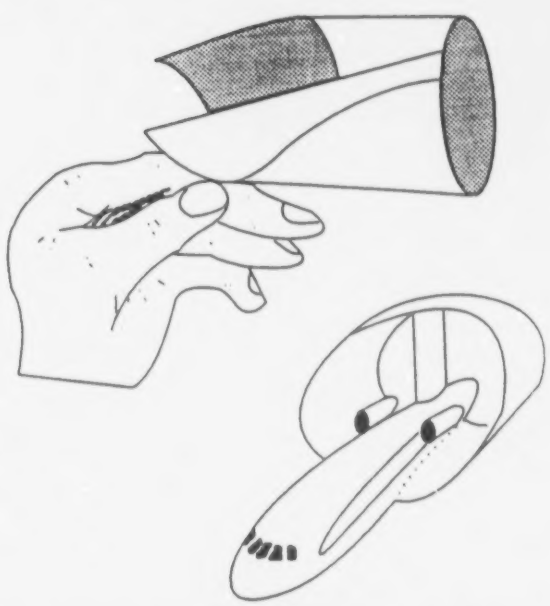
2. Make two 1/2 inch folds along the long edge of the paper and crease tightly.

3. Take the two farthest corners and curl them upward and tuck one corner into the fold of the other to form a ring.



HOW TO FLY THE RING WING GLIDER:

Fly the Ring Wing Glider by gently grasping the "V" between the two "crown points" with your thumb and index finger. Using a smooth, straight thrust, toss the glider forward. It may take a few practice tosses and some minor adjustments to the glider to make it fly properly. Too much or too little speed or a lack of follow through and the glider may not fly very well.



DISCUSSION:

Ring Wing aircraft have been investigated for possible use after the year 2,000. In the ring wing design, the wingtips of a conventional aircraft are, in essence, curved upward to join together. This strengthens the wing structures and permits the use of lighter materials without reducing payload capacity. Lower weight also means greater fuel efficiency.

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BALLOON ROCKET

MATERIALS:

Long party balloon
String
Paper napkin
Scissors
Tape

INSTRUCTIONS:

1. Take about a two or three-foot-long length of string with a loop at one end. Tie the loop around the nozzle of the balloon. The loop should be large enough to provide a strong "rocket thrust" when the balloon is inflated and released.

2. Cut a 1 to 2-inch-wide strip of paper from the napkin to form a streamer.

3. Use a short piece of tape to attach the other end of the string to the paper streamer.

4. Inflate the balloon and point in the desired direction. The balloon should fly in more or less a straight path.

5. Adjust the length of the string and the size of the streamer to achieve the best flights.

6. Compare the flight of a stabilized balloon with the flight of an unstabilized balloon.

DISCUSSION:

An inflated balloon flies as a rocket when its nozzle is released. Normally the flight is erratic and the balloon tumbles wildly. By attaching a string with a streamer to the balloon, the balloon's flight is stabilized. The streamer and string provide drag, which is the force in the opposite direction from the thrust produced by the air rushing out of the balloon's nozzle. This drag prevents the balloon from tumbling by keeping the nozzle pointed more or less towards the rear during flight.

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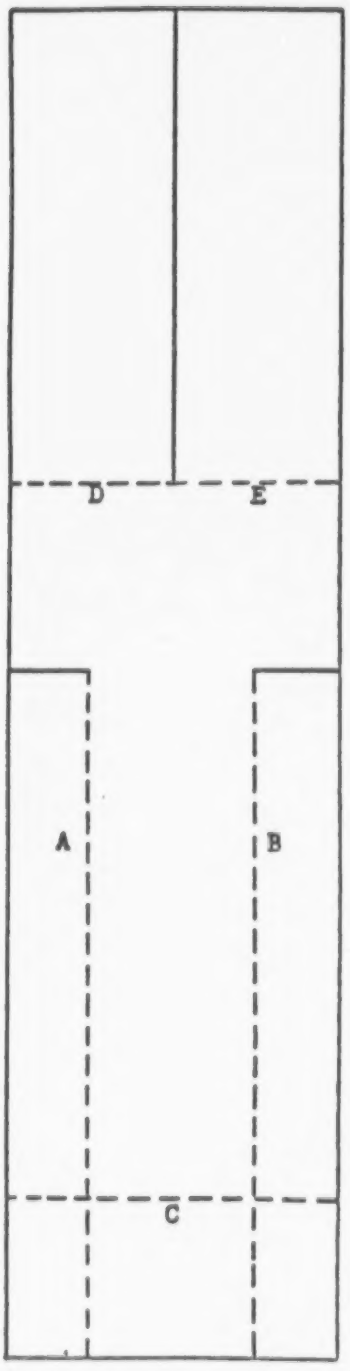
PAPER GYROCOPTER

MATERIALS:

Paper
Scissors



INSTRUCTIONS:

1. Cut all solid lines, fold all dotted lines.

2. Fold "A" inward.

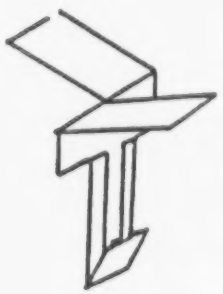
3. Fold "B" inward.

4. Fold "C" upward.

5. Fold "D" backward.

6. Fold "E" forward.

7. It should look like this:



8. Hold gyrocopter with the floppy "ears" up and drop from a high place.

9. Gyrocopter will auto-rotate to the ground.

PARACHUTE

MATERIALS:

Old handkerchief or fabric square
String
Scissors
Empty spool (or other weight)

INSTRUCTIONS:

1. Cut four 12-inch pieces of string.

2. Tie the strings to the corners of the the handkerchief, one string on each corner.

3. Thread the ends of the strings through the hole in the empty spool. Tie the ends in a knot too big to slip back through the hole.

4. Toss the parachute into the air and watch it float down to the ground.

COMMUNICATIONS CENTER

MATERIALS:

2 cans (paper cups will do in a pinch)
16 foot piece of string
Awl or small nail
Hammer

INSTRUCTIONS:

1. Cut one end out of the can.

2. Punch a small hole in the middle of the other end of the can.

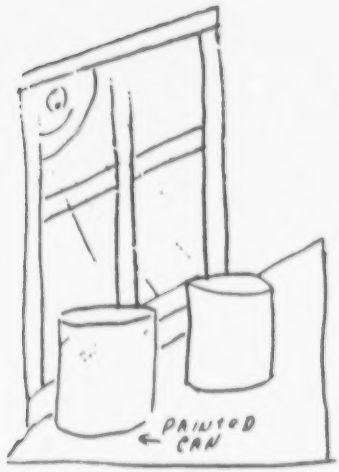
3. Push the string through the holes and knot to secure. (You may want to tie a button or paper clip to the end of the string in the can to keep the knot from popping out.)

4. Stretch the string out its full distance and talk! (String should be taut for best results.)

SOLAR ENERGY COLLECTORS

Materials Needed:

2 tin cans of equal size
Black paint
2 thermometers (optional)



PROCEDURES:

Clean the cans you will be using. Be sure to remove the tops. Paint the outside of one can black. Leave the other can unpainted.

Fill the cans with the same amount of cold water. If you have thermometers, place one in each can. Put the cans in direct sunlight. After two or three hours, feel the water or look at the thermometers. Which can is warmer?

Try using other colors. Do red cans collect solar energy better than black ones? How warm does the water get in the unpainted can? Experiment by wrapping cans in aluminum foil or cotton. Does this affect the temperature of the water? Which collector was the best? Why?

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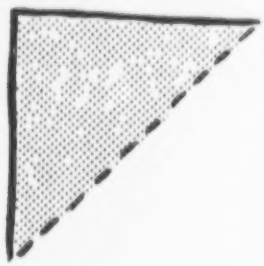
WINDMILL

MATERIALS:

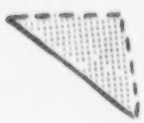
Square sheet of paper
Straight pin
Pencil with eraser (a straw will also do)
Scissors

INSTRUCTIONS:

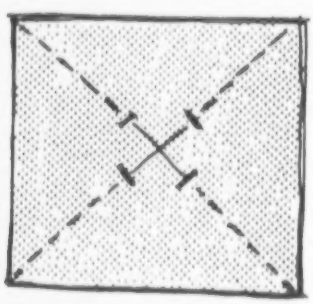
1. Fold the paper diagonally.



Fold it again.



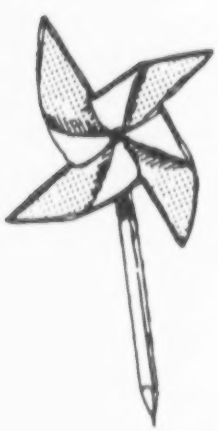
Now when you unfold the paper and lay it out flat, it will have an "x" creased through it.



2. Cut along each fold to within one inch of the center.

3. Pick up one corner and hold it in the center. Do this with each of the other corners. Keep them in the center by sticking a straight pin through them, then stick the pin through the eraser.

4. Move your windmill through the air and watch it spin!



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FLYING SAUCER

Staple two paper plates together to make flying saucers. Decorate them and take them outside to fly.

ROCKET

MATERIALS:

Straw
String
Long skinny balloon
Masking tape

INSTRUCTIONS:

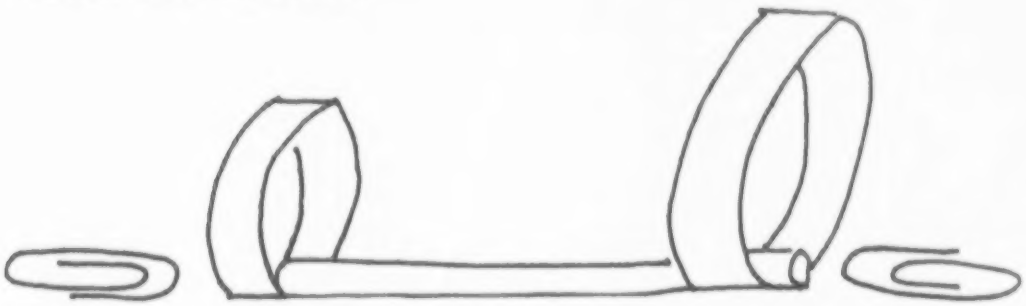
1. Thread a length of string through a straw. Have two children hold the string tight between them.

2. Blow up the balloon and have another child hold the end closed while you tape the side of the balloon to the straw.

3. When you say, "Go," have the child let go of the end of the balloon to make it "rocket" along the string.

DRINKING STRAW FLYER

Cut two strips of paper, 1" X 6" and 1" X 9". Paper clip the strips to the end of a drinking straw, putting the small part of the paper clip into the straw. Sail the flyer forward with the small loop in front.



BALLOON STAGING

MATERIALS and TOOLS:
2 long party balloons
Nylon monofilament fishing line (any weight)
2 Plastic straws (milkshake size)
Styrofoam coffee cup
Masking tape
Scissors

PROCEDURE:

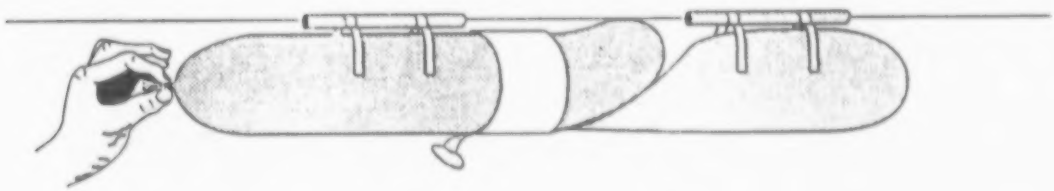
1. Thread the fishing line through the two straws. Stretch the fishing line snugly across a room and secure its ends. Make sure the line is just high enough for people to pass safely underneath.

2. Cut the coffee cup in half so that the lip of the cup forms a continuous ring.

3. Loosen the ballons by pre-inflating them. Inflate the first balloon about 3/4 full of air and squeeze its nozzle tight. Pull the nozzle through the ring. While someone assists you, inflate the second balloon. The front end of the second balloon should extend through the ring a short distance. As the second balloon inflates it will press against the nozzle of the first balloon and take over the job of holding it shut. It may take a bit of practice to achieve this.

4. Take the balloons to one end of the fishing line and tape each balloon to a straw. The balloons should be pointed along the length of the fishing line.

5. If you wish, do a rocket countdown and release the second balloon you inflated. The escaping gas will propel both balloons along the fishing line. When the first balloon released runs out of air, it will release the other balloon to continue the trip.



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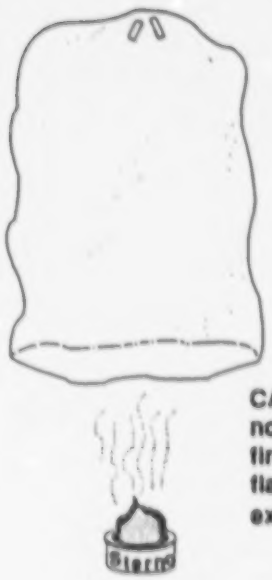
HOT AIR BALLOON

MATERIALS:
Dry cleaner plastic film bag (select a bag with the thinnest possible plastic)
Several small paper clips
Cellophane tape
Heat source (Sterno, backpaper camp stove, etc.)
Matches



CAUTION: Be careful not to brush clothes or fingers into the flames. Keep a fire extinguisher handy.

PROCEDURE:

1. Seal any openings and tears in the upper end of the bag with cellophane tape.

2. Attach several paper clips to the plastic around the lower opening. The number of paper clips to attach is determined by experimentation.

3. Light the Sterno or stove and spread the bag opening wide to capture the hot air rising from the flames while supporting the upper end with your hand. It is best to have assistance in keeping the bag open so that it does not melt.

4. When the bag is inflated with hot air, test its buoyancy by letting it go for a moment. If it rises quickly, stand back and let it fly otherwise continue heating it for a little while longer.

5. If the bag tips over and spills its hot air before it reaches the ceiling, add a few more paper clips to weigh down the bottom slightly. If the bag will not rise at all, remove a few clips.

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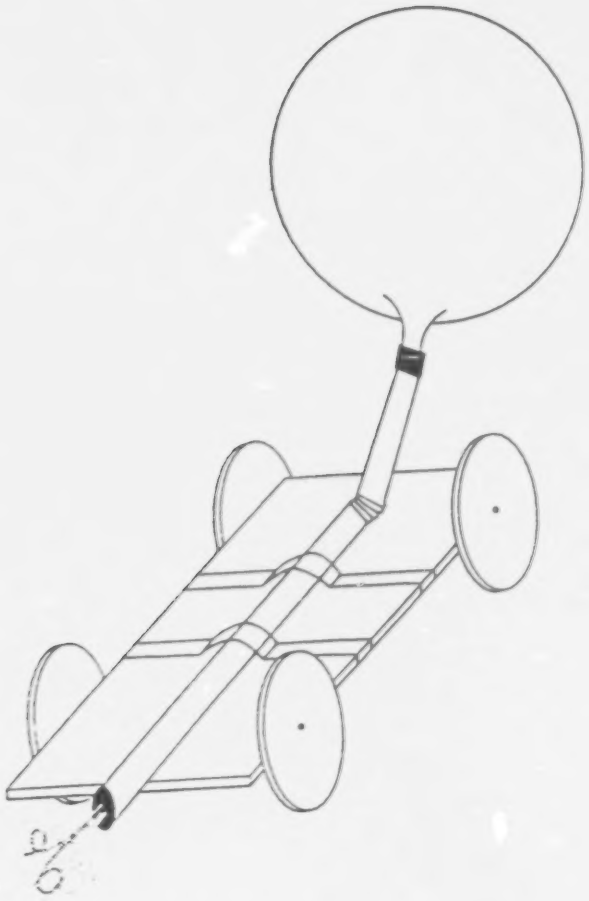
ROCKET CAR

MATERIALS and TOOLS:
4 pins
Styrofoam meat tray
Cellophane tape
Flexi-straw
Scissors
Drawing Compass
Marker pen
Small party balloon
Ruler



PROCEDURE:

1. Using the ruler, marker, and drawing compass, draw a rectangle 3 by 7 inches and four circles 3 inches in diameter on the flat surface of the meat tray. Cut out each piece.

2. Push one pin into the center of each circle and then into the edge of the rectangle as shown in the picture. The pins become axles for the wheels. Do not push the pins in snugly because the wheels have to rotate freely. It is ok if the wheels wobble.

3. Inflate the balloon a few times to stretch it out a bit. Slip the nozzle over the end of the flexi-straw nearest the bend. Secure the nozzle to the straw with tape and seal it tight so that the balloon can be inflated by blowing throught he straw.

4. Tape the straw to the car as shown in the picture.

5. Inflate the balloon and pinch the straw to hold in the air. Set the car on a smooth surface and release the straw.

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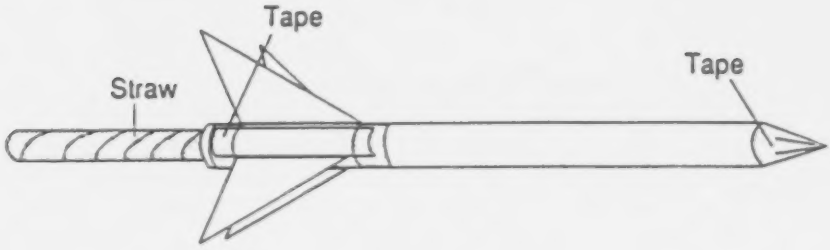
PAPER ROCKETS



MATERIALS:
Scrap bond paper
Cellophane tape
Scissors
Sharpened fat pencil
Milkshake straw (slightly thinner than pencil)

PROCEDURE:

1. Cut a narrow rectangular strip of paper about 5 inches long and roll it tightly around the fat pencil. Tape the cylinder and remove it from the pencil.

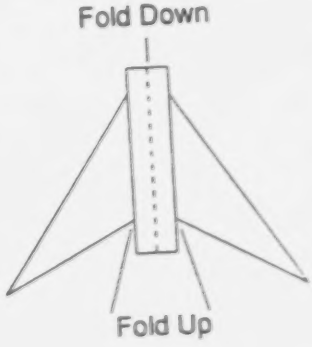
2. Cut crown points into one end of the cyclinder and slip it back onto the pencil.

3. Slide the crown points to the pencil tip and squeeze the points together and tape them together to seal the end to form a nose cone (the pencil point provides support for taping). An alternative to the crown points is to just fold over one end of the tube and seal it with tape.

4. Remove the cylinder from the pencil and gently blow into the open end to check for leaks. If air easily escapes, use more tape to seal the leaks.

5. Cut out two sets of fins using the pattern and fold according to instructions. Tape the fins near the open end of the cylinder.

The tabs make taping easy.



FLYING THE PAPER ROCKET:

Slip the straw into the rocket's opening. Point the rocket towards a safe direction, sharply blow through the straw. The rocket will shoot away. **Be careful not to aim the rocket towards anyone because the rocket could poke an eye.**

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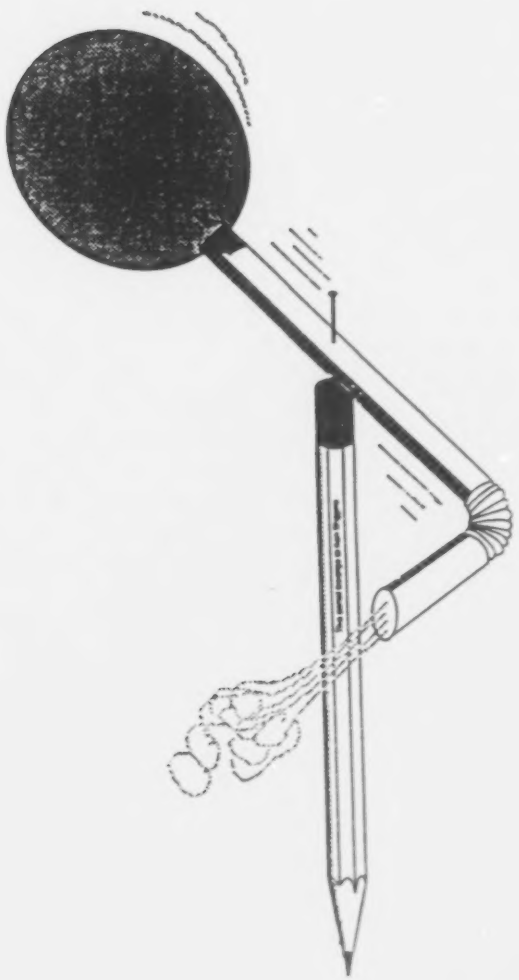
POCKET PINWHEEL

MATERIALS:
Wooden pencil with an eraser on one end
Sewing pin
Round party balloon
Flexible soda straw
Plastic tape



METHOD:

1. Inflate the balloon to strectch it out a bit.

2. Slip the nozzle end of the balloon over the end of the straw farthest away from the bend. Use a short piece of tape to seal the balloon to the straw. The balloon should inflate when you blow through the straw.

3. Bend the opposite end of the straw at a right angle.

4. Lay the straw and balloon on an out stretched finger so that it balances. Push the pin through the straw at the balance point and then continue pushing the pin into the eraser of the pencil and finally into the wood itself.

5. Spin the straw a few times to loosen the hole the pin has made.

6. Inflate the balloon and let go of the straw.

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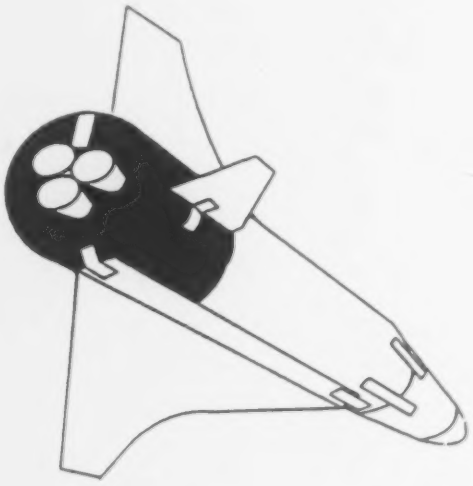
SPACE SHUTTLE MODEL

MATERIALS and TOOLS:

1 2-liter plastic soda pop bottle
2 egg cartons
1 6-oz paper cup
Masking tape
Newspaper
Glue for paper mache
White glue
Scissors

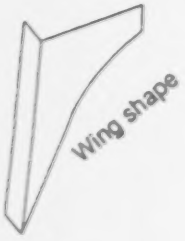


PROCEDURE:

1. Cut two wings from the top of an egg carton as shown in the diagrams. Tape the wings, as shown, to the bottle.

2. Cut out an "egg well" from the carton and tape to the bottom of the cup to round off the flat surface. Tape the cup over the neck of the bottle. If the neck is too long to permit a good fit, take a sharp knife and trim off a bit.

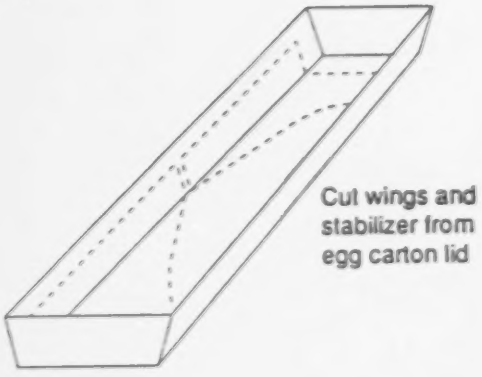
3. Cut out a vertical tail for the model from the egg carton and tape on to the bottle.



4. Cover the model with paper mache. Narrow strips of newspaper are easiest to work with. Let the paper mache dry and add additional layers for strength.

5. Cut three egg wells to make engines for the orbiter. Cover each well with paper mache and let dry.

6. When the body of the orbiter and the engines are dry, glue the engines to the tail end of the model as shown.



7. Paint the model and add decals, stars, and other decorations when dry.

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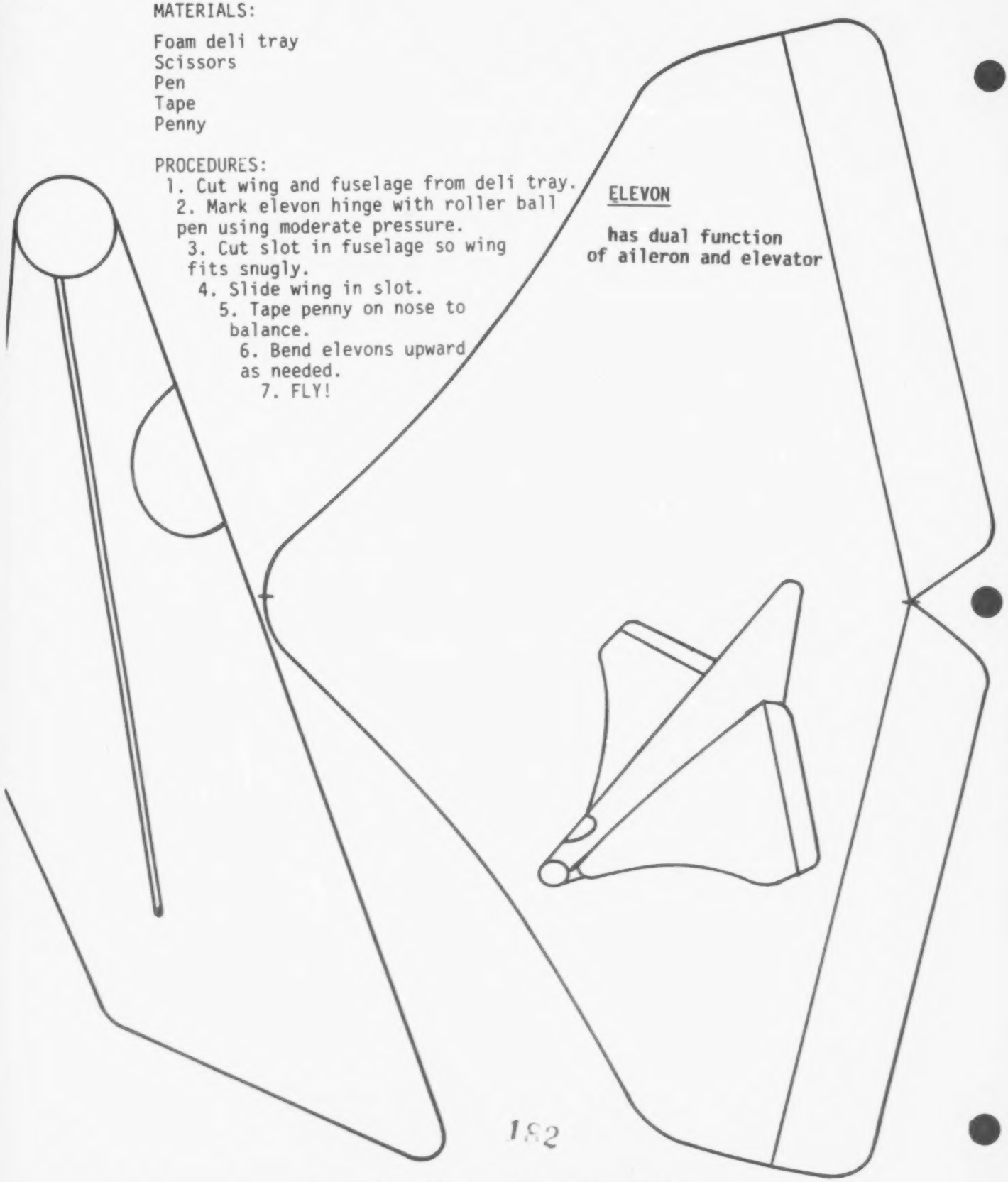
STAR GLIDER

MATERIALS:

Foam deli tray
Scissors
Pen
Tape
Penny

PROCEDURES:

1. Cut wing and fuselage from deli tray.
2. Mark elevon hinge with roller ball pen using moderate pressure.
3. Cut slot in fuselage so wing fits snugly.
4. Slide wing in slot.
5. Tape penny on nose to balance.
6. Bend elevons upward as needed.
7. FLY!



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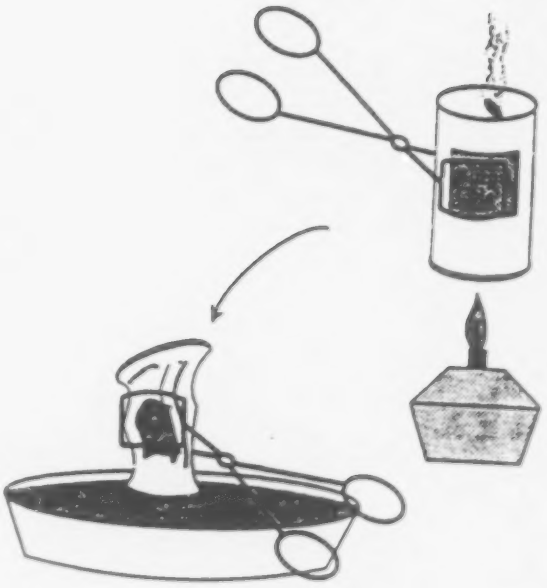
AIR PRESSURE CAN CRUSHER

MATERIALS:
Aluminum beverage can
Tongs to hold the can
Dish of cold water
Heat source (propane torch set at low flame, candle, alcohol lamp, etc.)
Paper towel for cleanup

PROCEDURE:
1. Place approximately one tablespoon full of water in the bottom of the can and heat the can. Permit the water inside to boil for at least 30 seconds before removing from the heat.

2. Immediately invert the can and thrust its top (end with the opening) a short distance into the cold water. The can will collapse implosively.



DISCUSSION:

The crushed can in this activity demonstrates the force of air pressure. A lowering of air pressure, caused by the curve of airfoils (wings) on airplanes, helps make airplane flight possible.

The can collapses because a partial vacuum has been created inside and its metal walls are insufficiently strong to sustain its original shape against the outside air pressure. The vacuum is created first by boiling the water inside the can to produce steam. After 30 seconds or so of boiling, the air in the can is replaced by the steam. When the can is quickly inverted into the water a rapid temperature drop takes place causing the steam to return to liquid form producing the vacuum. Since the opening of the can is sealed with water, the can collapses before water has a chance of filling in the void.

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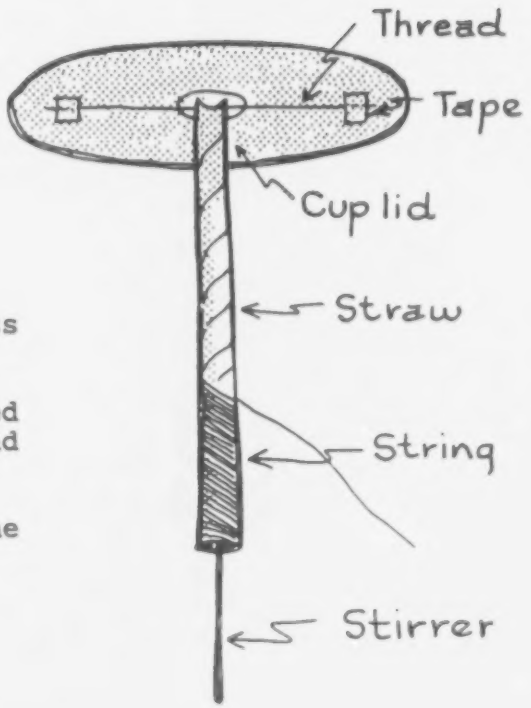
GYROCOPTER

MATERIALS:

1 soda straw
1 plastic cup lid (with hole in the middle)
1 coffee stirrer
Thread
20" long piece of string
Tape



INSTRUCTIONS:

1. Notch one end of the straw.

2. Tape a piece of thread across the opening in the cup lid.

3. Put the cup lid on the notched end of the straw, placing the thread in the notches.

4. Insert a coffee stirrer in the other end of the straw.

5. Wind a string around the lower portion of the straw.

6. When you are ready to launch, hold the stirrer in one hand and pull the string rapidly. You may want to try variations of lids, cutting slits in them etc., to change glide, height and so on.

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ZERO-G DEMONSTRATOR

MATERIALS:

Styrofoam coffee cup
Pencil or other pointed object
Water
Bucket or other water catch basin

PROCEDURE:

1. Punch a small hole in the side of the styrofoam cup near its bottom.

2. Hold your thumb over the hole as you fill the cup with water. Ask children what will happen if you remove your thumb.

3. Remove your thumb and let the water stream out into the catch basin on the ground.

4. Again seal the hole with your thumb and refill the cup. Ask children if the water will fall out of the hole if you drop the cup as you remove your thumb.

5. Drop the filled cup into the catch basin. The demonstration is more effective if you hold the cup high before dropping it.

DISCUSSION:

The falling styrofoam cup demonstrates weightlessness (or zero-G) for a brief period of time. When stationary, water freely pours out of the cup. If the cup falls too, the water remains inside the cup for the entire fall. Even though the water remains inside, it is still attracted to the Earth by gravity and it ends up in the same place that the water from the first experiment did.

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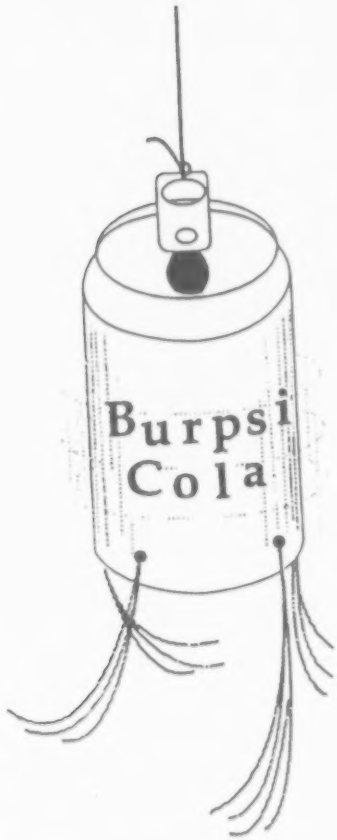
SODA POP CAN HERO ENGINE

MATERIALS AND TOOLS:

Empty soda pop can with the opening lever intact
Nail or ice pick
Fishing line
Bucket or tub of water



PROCEDURE:

1. Lay the pop can on its side and using the nail or ice pick carefully punch four equally spaced small holes just above and around the bottom rim. Then before removing the punching tool for each hole, push the tool to the right (parallel to the rim) so that the hole is slanted in that direction.

2. Bend the can's opener lever straight up and tie a short length of fishing line to it.

3. Immerse the can in water until it is filled. Pull the can out by the fishing line. Water streams will start the can spinning.

DISCUSSION:

The can rotates because a force is exerted by the flowing water. The rate of rotation will vary with different numbers of holes and different diameters of holes in the can. Try two holes and try a can with large holes versus a can with small holes. The can rotates in the opposite direction from the direction of the water streams.

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MORE IDEAS

1. As long as you're experimenting with water, try a water balloon toss. Two children toss a water balloon back and forth taking a step backward after each toss. Who will get wet?

2. Have races! Build paper airplanes, rockets, moon cars etc. Have a race!

3. Sponsor a flying contest! Who can fold the smallest, biggest, trickiest or best decorated flying object? Play frisbee golf with flying saucers made out of paper plates. Give everybody a prize!

4. Check your collection for science project books. Stage a volcanic eruption from Mars!

5. Make sun prints using studio proof paper. Children can place objects or cutouts on the proof paper. When the paper is exposed to sunlight for a minute the background will turn dark. When the objects are removed from the paper, there will be white areas where they were. (Directions may be found in SUN FUN by Caroline Arnold, Franklin Watts, 1981)

PUPPET SHOWS

Included in this section:

"Who's That You Say?"
Suggestions for Alien Puppets
"Out-of-This-World Soup"
Space Creature Pom Pom Puppets

"WHO'S THAT, YOU SAY?"
(puppet show)

Cast: OSCAR the Robot
Four children: Peter
Barby
Ted
Ellen

Four Aliens (ranging from small to rather large)
No special scenery or props needed.

* * * * * * * * * * * * * *

(PETER and BARBY come onstage, talking excitedly):

P: Barby, what do you think of that new group, the Space Rockets, that's going to be here this weekend? I've heard one of their tapes and they're <u>great</u>!

B: Yeah, I like their sound too. Have you ever seen any of their publicity photos? I don't even know what they look like.

P: No, I haven't seen any pictures of them either. But, who cares? If we can get tickets to the show, we'll see them then. I think I'll go see if Mom and Dad will let me go to the concert.

B: Okay, bye. (She waves and Peter leaves.) Gee, it would be neat to see the Space Rockets live! I wonder what rock stars are <u>really</u> like?

(ALIEN #1 comes onstage. BARBY sees it and comes over.)

B: Hey! Who...or <u>what</u>...are you? You are kind of cute.... Can I help you find your way somewhere? (ALIEN whistles and/or hums but does not speak) Can't you talk? (ALIEN puts head to one side as though shrugging) No, I guess you can't talk 'cuz you're not human. Oh well, that's OK; we'll get along, won't we? (ALIEN nods but starts moving toward side of stage.) Hey, where are you going? Do you have to leave when I've just met you? Well, bye for now--I hope I'll see you again sometime. (ALIEN leaves.)

(OSCAR comes onstage)

O: Hello, Barby. How are you today?

B: (excitedly) : Oh, OSCAR, Peter and I were talking about the Space Rockets' concert this weekend, and then after he left I met the oddest <u>thing</u> ... I don't know what it is but it's yellow and has <u>bulgy</u> eyes and a <u>big</u> mouth. It seems nice, but I sure wonder what or who it is. Have <u>you</u> ever seen or heard of such a thing?

O: No, I do not find anything like that in my memory banks. Perhaps I also will encounter this creature and will recognize it then.

B: Well, keep your eyes open! I've got to get home or my Mom will be upset, so I'll see you later. (She waves and leaves.)

O: (to himself): Of course I will keep my eyes open -- I cannot close them!

(TED comes onstage)

T: Hi, OSCAR! What are you doing out here?

O: Hello, Ted. I was just speaking with Barbara, and she told me about a strange creature she had encountered. Have you ever heard or seen something that is yellow, has large eyes and an enormous mouth? (As Oscar speaks, ALIEN #2 -- somewhat larger than #1 -- appears behind Oscar and Ted. They do not see it.)

T: (shaking head): No, I don't think so. Did it talk?

O: She did not say so, but if it had we would know what it is.

T: Oh, yeah. Well, whatever it is, it sounds strange. Hey! maybe it's dangerous and Barby was just lucky she didn't get hurt!

O: Oh dear, perhaps you are correct. I must go see if I can locate this creature! (He leaves.)

T: Boy, how strange to have odd creatures appearing. Who says this is a nothing-ever-happens town?

(ELLEN comes onstage -- from same side Oscar left from.)

E: Hey, Ted, I just saw Oscar and he said he's looking for a "creature" -- what's he talking about?

T: Barby met something weird -- it's bright yellow, has great big eyes and a huge mouth! Do you suppose it has teeth? I wonder what it eats?!

E: I hope it doesn't eat humans!

(ALIEN #3 appears behind them--even bigger than #2--but they don't see it. The Alien comes very close but then leaves.)

T: I think we should warn people, don't you? Let's go. (They start to leave) Have you heard about the Space Rockets' concert? I sure want to go, don't you?

E: As she follows him offstage): I really do -- that would be totally awesome!

(After a few seconds with no one on stage, Peter comes in, moving excitedly.)

P: Oh boy, oh boy! Mom and Dad are letting me go to the Space Rockets concert. I can hardly wait!

(OSCAR comes on stage)

O: (speaking rapidly): Peter! Have you encountered a large yellow creature with big eyes and mouth? It may be dangerous! Barbara did not say much about it.

P: What? What creature? Where did it come from? Barby saw it, you say?

(ALIEN #4 -- the largest of all -- appears behind them as they talk. It gyrates around a bit but does not attract their attention. It leaves.)

O: Yes, and perhaps I should go look for it some more.

P: I'll come with you.... Hey, did you hear about the music group coming this weekend? They're kind of different, I hear, and my folks are going to let me go to their concert! I can hardly believe I'll get to see a real rock group, live! (Oscar & Peter leave.)

(Sign appears, saying: "Three days later, at the concert")

(Peter and Barby come onstage, talking)

P: Isn't this great! Here we are to see the Space Rockets. This is so exciting!

B: It sure is! We'd better get to our seats, though. You know, Peter, I sure wish we'd found out what happened to that creature I saw... (They go offstage)

(Music starts, then an offstage voice announces: "Ladies and gentlemen, boy and girls, here is the group you've all been waiting for! The fabulous Space Rockets!")

(ALIENS #1,2,3, and 4 appear and act like rock stars -- do a number, take their bows, leave.)

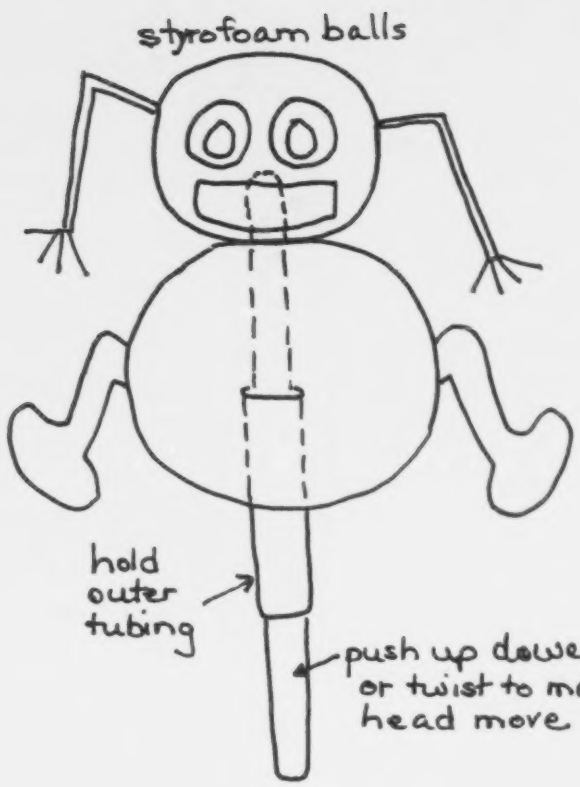
(OSCAR and BARBY come back onstage)

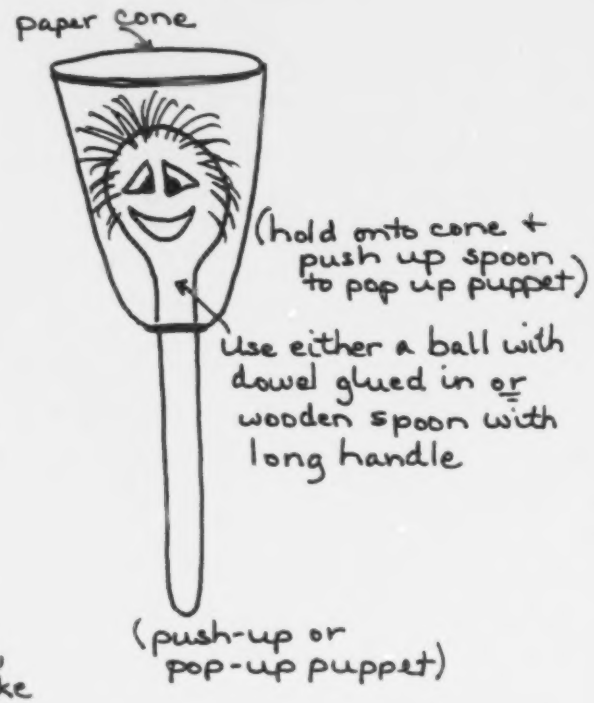
B: Oscar, imagine that my "creature" was really a rock star! Wasn't it fabulous that I got an autographed picture? I'll never forget this! Let's go show the picture to Ted and Ellen and Peter. (They leave.)

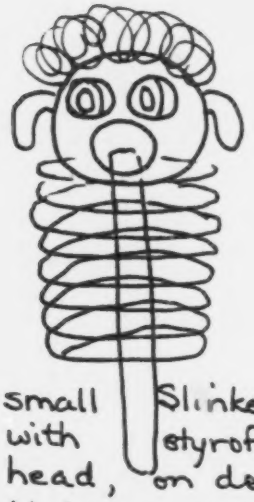
THE END

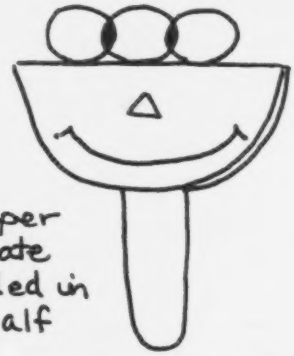
- Mary Lou Rakow

SUGGESTIONS FOR ALIENS




paper cone
(hold onto cone + push up spoon to pop up puppet)
Use either a ball with dowel glued in or wooden spoon with long handle
(push-up or pop-up puppet)





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- Mary Lou Rakow

"OUT-OF-THIS-WORLD SOUP"

The following play was written for finger puppets but would also be a great act-out skit for school-age children, using space creature headdresses and/or costumes and all the food mentioned. Make a mock-up of a ray gun out of styrofoam, balsa wood or whatever material is available to you.

For this play you will need a Space Explorer and five Space Creatures. For props with the finger puppet play, use cutouts of an onion, potato, meat slice, bottle of milk, carrot, and a ray gun. Use the real food if doing this as a skit. Use music to open the play, then a count down of 5-4-3-2-1 and blast-off sound.

Space Explorer: Whew! What a trip. This planet isn't even on my space explorer's map! I'd better explore it, but first I need something to eat. All I have is some water and...(looks around) oh yes, my ray gun. Can't eat that! I'll look for something to eat. (He exits.)

(Play music as three Space Creatures enter. Raise finger puppets.)

Space Creature 1: Nert-nert-nert. Another of those pesky space explorers has landed. What shall we do?

Space Creature 2: Twa-da, twa-da. I think we should do just like last time. He was delicious!

Space Creature 3: Oooooooga. No, last time we fried him. This time let's boil him.

SC 2: Twa-da, twa-da. Fried.

SC 3: Ooooga. Boiled!

SC 1: Nert-nert-nert. Hold it, hold it! We have to catch him first. Then we'll decide.

SC 2: Here he comes now!

SC 3: He has a ray gun--hide! (All run off as SE enters.)

SE: Well, that was a waste of energy. Not a potato or carrot or onion on this planet. I wonder if the natives would give me some of their food? (Calls) Hello! Hello! Does anyone live here?

(Music starts again as Space Creatures 4 and 5 enter.)

SC 4: Puffin, puffin. Don't shoot. We are friendly. We like space explorers.

SC 5: Dwada ding ding. Especially stewed!

SE: What?!

SC 4: Puffin, puffin. Especially from the moon. Are you from the moon?

SE: No, I am from...

SC 5: Dwada ding ding. Or on a bun.

SE (to audience): I don't like the way this is going.

SC 4: Puffin, puffin. He means from the sun. Can you stay for dinner?

SE: I'd love to. (To audience): That's more like it. (To creatures): What are you having?

SC 4 & 5: Puffin puffin/dwada ding ding. You!

SE: No, wait. I have a better idea. Will you promise not to eat me if I show you how to make a wonderful soup so you'll never go hungry again?

SC 4: Puffin, puffin. Maybe.

SC 5: Dwada ding ding. Couldn't we just nibble a little of his hair while he cooks?

SE: Touch one hair and I won't show you!

SC 4: Puffin, puffin. All right. What do we cook in?

SE: Ah...ah...my space helmet. (Put helmet on stage.)

SC 5: Dwada ding ding. And what do we make soup out of?

SE: Well, er, that is...my ray gun! Then if you don't like it, you can eat me.

SC 4: Puffin, puffin. Agreed.

SC 5: Dwada ding ding. I start fire. (They exit.)

SE: My ray gun! Why did I say I would make soup out of my ray gun? Well, I hope this works. (He takes helmet and goes off, then returns with helmet and places it on the ground.) There, my helmet is all full of water. (Calls.)

Space creatures, I'm ready to cook!

(Music begins as Space Creature 1 enters.)

SC 1: Nert-nert-nert. Let's see this soup.

SE: Right here--water in the pot, and here goes my ray gun. (Puts gun in the pot helmet.)

SC 1: Nert-nert-nert. Doesn't look much like soup yet.

SE: Well, it's still cooking. You'll like it. Of course, it could be much better.

SC 1: Nert-nert-nert. How?

SE: On my planet we have a food called onion and it makes soup much better.

SC 1: Nert-nert-nert. We don't have onion, but I could get some poofle berries. (He goes out and returns with...an onion.) Will this help?

SE: That will be fine. Put it in the pot.

(SC 1 puts onion in pot and exits. SC 2 enters.)

SC 2: Twa-da, twa-da. That is a pot? That is soup? I think we should fry you now and get on with dinner!

SE: Ah, hold on. This will be great soup--made from a ray gun. Of course, it could be better.

SC 2: Twa-da, twa-da. How?

SE: On my planet we have a food called potato. It makes soup much better.

SC 2: Twa-da, twa-da. No potatoes here, but I could get you some Martian grass. Would that help? (He goes out and bring back...a potato.)

SE: Perfect! Put it in the pot.

(SC 2 puts potato in pot and exits. SC 3 enters.)

SC 3: Oooooga. I still say we should boil you.

SE: Wait till you taste the soup! Of course it could be better.

SC 3: Oooooga. With you in the pot instead of cooking over it?

SE: Not exactly. On my planet we have a food called meat. A little of that makes a soup delicious!

SC 3: Oooooga. Never heard of the stuff. Of course we do have some gooble flesh, and it is in season now. (He exits, gets meat, and enters.) Will this be any good in your soup?

SE: Just what I had in mind. Put it in the pot.

(SC 3 puts meat in pot helmet and exits. SC 4 enters.)

SC 4: Puffin puffin. This better be good. I had a terrible time talking them out of eating you right off.

SE: Don't worry. It will be. Of course it could be better.

SC 4: Puffin puffin. The last space explorer was too stringy. You look about right. The soup doesn't smell too bad. How could it be better?

SE: On my planet we have a drink called milk. I don't suppose you have any, but it really makes a soup much better.

SC 4: Puffin puffin. Nope, no milk. How about a jug of sparkling bingerclear. I could get that. (He exits, brings in milk.) How about this?

SE: Just what I need in ray-gun soup. Put it in the pot.

(SC 4 puts milk in helmet and exits. SC 5 enters.)

SC 5: Dwada ding ding. I say we skip soup course and get to main entree--space explorer roast!

SE: Ah, not much longer now till the soup is ready. It smells good, but it could be better.

SC 5: Dwada ding ding. It does smell good. What more do you need?

SE: On my planet we have a food called carrot. I wonder if you have anything like that.

SC 5: Dwada ding ding. Grunips help? I get some. (He exits, brings carrot as he comes back.) Grunips, grunips. In pot?

SE: In pot! And now the soup is ready. Get your friends!

(All the Space Creatures enter.)

SE: Come, try the soup.

(All Space Creatures make their own particular noises and jump in the pot.--For act-out skit, they could act like pigs at a trough.)

SE: Well, that is a new way to eat soup.

(All SC make their noises and jump out of pot.)

SC 1: Nert-nert-nert. That was really good soup.

SC 2: Twa-da, twa-da. Imagine, made out of a ray gun.

SC 3: Oooooga. I say the space explorer goes free.

SC 4: Puffin puffin. I told you it would work.

SC 5: Dwada ding ding. Grunips! How about we just munch on a couple of his fingers for dessert.

SE: I think I better be going. I'll leave the ray gun for you so from now on you can have good soup whenever you want. (Exits quickly.)

(SC makes their noises and look up in the sky as SE exits.)

SC 1: Nert-nert-nert. That was one nice space explorer.

SC 2: Twa-da, twa-da. They don't make them like that anymore.

(All SC makes their noises and music ends the story.)

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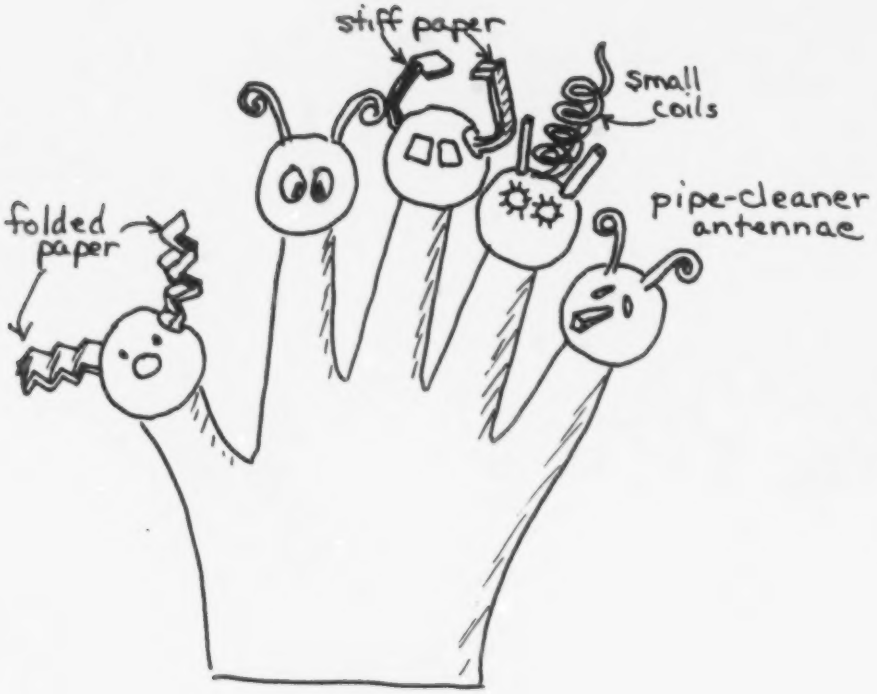
SPACE CREATURE
Pom Pom Puppets



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GAMES & CONTESTS

Included in this section:

Super Nova Contest
Black Hole Promenade
Robot Relay
Little Dipper Relay
Space Monster Beauty Pagent
Space PictionaryPlanet Hop
Milky Way Match Game
Black Hole
Time Warp
Space Race
Worlds in Collision
What Does a Spaceman Look Like?
Flash Word

SPACEY GAMES AND CONTESTS

Super Nova Contest

Very simple. Contestants blow up their stars (balloons) until they burst. The first to pop is the Super Duper Nova. Not for the faint of heart! (Or younger children.)

Black Hole Promenade

Tape several black circles to the floor in a rough circle. Players form a circle and must dance, skip, "moonwalk", etc. around the circle while music plays. Players must step on the black circle if they step near it. When the music stops, everyone freezes. Anyone standing on a black circle has been sucked up by a black hold and is out of the game. The winner is the one left standing at the end of the game.

Robot Relay

Divide players into two teams. Have a poster or model of "Oscar" at one end of the room. Players must walk robotlike (stiff-legged and stiff-ankled) from the starting line to Oscar, touch Oscar and walk back to the finish line. If a player bends a knee or ankle, they begin again at the starting line. The team that successfully robot-walks the course wins.

Little Dipper Relay (Play this outside)

Divide players into as many teams as you need. Each team needs a bucket half-filled with water, a ladle, and a clear plastic jug. Each player must fill the ladle with water from the bucket at the starting line. Then he or she must carry the ladle to the finish line, pour the water into the plastic jug, and return to the starting line with the ladle. The team finishing with the fullest jug wins.

To make the game even more interesting, simple obstacles may be placed in the players' path: wide spots to step over, spots where they must spin in a circle, etc.

Space Monster Beauty Pagent

Have children come to the library dressed as their conception of a space monster. Be prepared to make up a prize for each contestant. (funniest, longest antennae, etc.)

Space Pictionary

Make up cards ahead of time with astronomical and space terms. (Ie. Black hole, astronaut, moon, rings of Saturn etc.) Draw pictures on a flip chart (or use overhead projector pens on a picture window!) to get children to guess the word or words. The first child who guesses gets to draw the next word. Best if played with children 8 and up. Change the rules if the same children keep winning - so each child gets a chance to draw.

- Maryjane Daughtry

Planet Hop

Lay out a traditional hopscotch board on the sidewalk using planet names instead of numbers, in order from the sun. Space 10 is Way Out Infinity.

Milky Way Match Game

This is adapted from the popular TV program so all children may participate. It can be played with any number of players.

Supplies: paper and pencil for each participant
list of book titles

Rules:

1. Divide into teams of equal numbers
2. Seat teams together, so they cannot see teammate's paper.
3. Give each child paper and pencil
4. Number paper along left side 1 to ___ for whatever number of titles you plan to do. This insures that all do the same one at the same time.
5. Leader names a title from list of titles
6. Each child writes the first word they think of from that book. Warn them that no proper nouns may be used. No words for the title may be used. Only one word may be used. Spelling does not count. If they haven't read the book, they can write a word that they think the books is about. (Homer Price is a boy)
7. When finished, children put pencil down and hand up to show they are finished. No changes may be made after this.
8. Count score together. For first round, first person on first team reads the word written on each card of his teammates. Give 1 point for each match. In successive rounds, let second, third etc. person read the words, so all get to help with the scorekeeping. Keep scores on a blackboard or large piece of paper so all can see.

Black Hole

Building on the old spelldown idea, ask questions on specific book characters or ask for names of books. (Name a fiction book, name a book about the moon etc.) You can use two teams in the traditional manner with the missed questions earning a trip to the Black Hole (seat) or make one long line where those who miss go to the end of the line and get another chance to work up. The final winner at the end of the time could lead the group to space snacks nearby.

Time Warp

Charades based on book titles, movies from books, famous quotes from books.

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Space Race - Two or more players move a cup down a string.

Things you will need are:
1 paper cup for each player
1 long string for each player
a pencil

Before you play, punch a hole in the center of each cup bottom with the pencil. Put a heavy chair or row of heavy chairs along one wall. Tie each string to a leg of a chair. The strings should all be tied at the same distance from the ground. They should all be the same length. Thread the paper cups on the string, bottom first. Pretend that the chairs are planets and that the paper cups are spaceships about to land. Pull all the strings tight. See if you can slide the cup down the string. Use small quick jerks. The winner is the first person to get his or her spaceship to the planet.

Worlds in Collision

Things you will need are:
Balloon and three-foot length of string for each pair of players

Blow the balloons up and tie a string around each one. One balloon and string to each pair of players. Tie the loose end of the string around the ankle of one of the partners. Partners should stand side by side, with one arm around the other's waist. The balloon is their world. They must protect it and at the same time try to stamp on the other balloons and break them. When their balloon is broken they are out of the game. The winner is the last pair remaining.

What Does a Spaceman Look Like?

Things you will need are: pencil and paper for each player

Players sit in a circle. Have each person fold his/her paper in three parts and then draw the head of a spaceman on the top third, making little marks on the second section to show where the shoulders ended. Each person keeps his/her drawing secret. Have them fold the drawing so that the next person can't see it and pass it to the right. The second person draws the body and arms of the spaceman, and makes little marks where the legs should begin on the third section of the paper. She/he should then fold the paper to the third section and pass it on to the third person. The third person draws the legs and feet of the spaceman. Then everyone opens the paper she/he is holding.

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Flash Word - adapted from a TV program so all children may participate. Can play with any number of players.

Supplies: Basic list of book titles
Put one chair in the front of the room, facing the audience, for each team. (4 teams, 4 chairs etc.)

Rules:

1. Divide into teams of equal numbers. It is easier to play with more teams rather than larger teams.
2. Emphasize that all must have a chance to guess the answers and give clues. Each team must keep track of this.
3. Choose one from each team to go out of the room.
4. Those left inside are given a title (the same one to all groups.) Each team plans several one word clues to help identify the title. They should also plan who is to give each clue. Warn teams that clues must be only one word long, contain no proper nouns or words from the actual title. If any of these are used, that team forfeits their turn.
5. Call teammates back into the room. Take a seat in the chair facing the team.
6. Clues are given one at a time. Team 1, first person gives clue to teammate. If teammate can't guess, Team 2, first person gives their clue to their teammate etc. If one guesses correctly that team gets one point. Everyone takes a seat, and new people leave the room and a new title is chosen. So all teams get an equal number of guesses, start with the next team for guessing in the next round. Sometimes clues are so good they guess the first one, and some children will not get a chance to guess. It doesn't matter because the game ususlly moves fast and second chances come.

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ACTIVITY SHEETS

Included in this Chapter:

For Younger Children

Rocket Coloring Sheet
Library Maze
Connect The Stars
Rocket Round-Up Coloring Sheet
Space Shuttle Maze
Meet The Martians
Meteor Maze

For Older Children

Space Coloring Sheet
Lost in Space Puzzle
Discovery Word Search
Space Code
Space Mission Word Search
Coded Message
Rocket Maze

Answer Sheets

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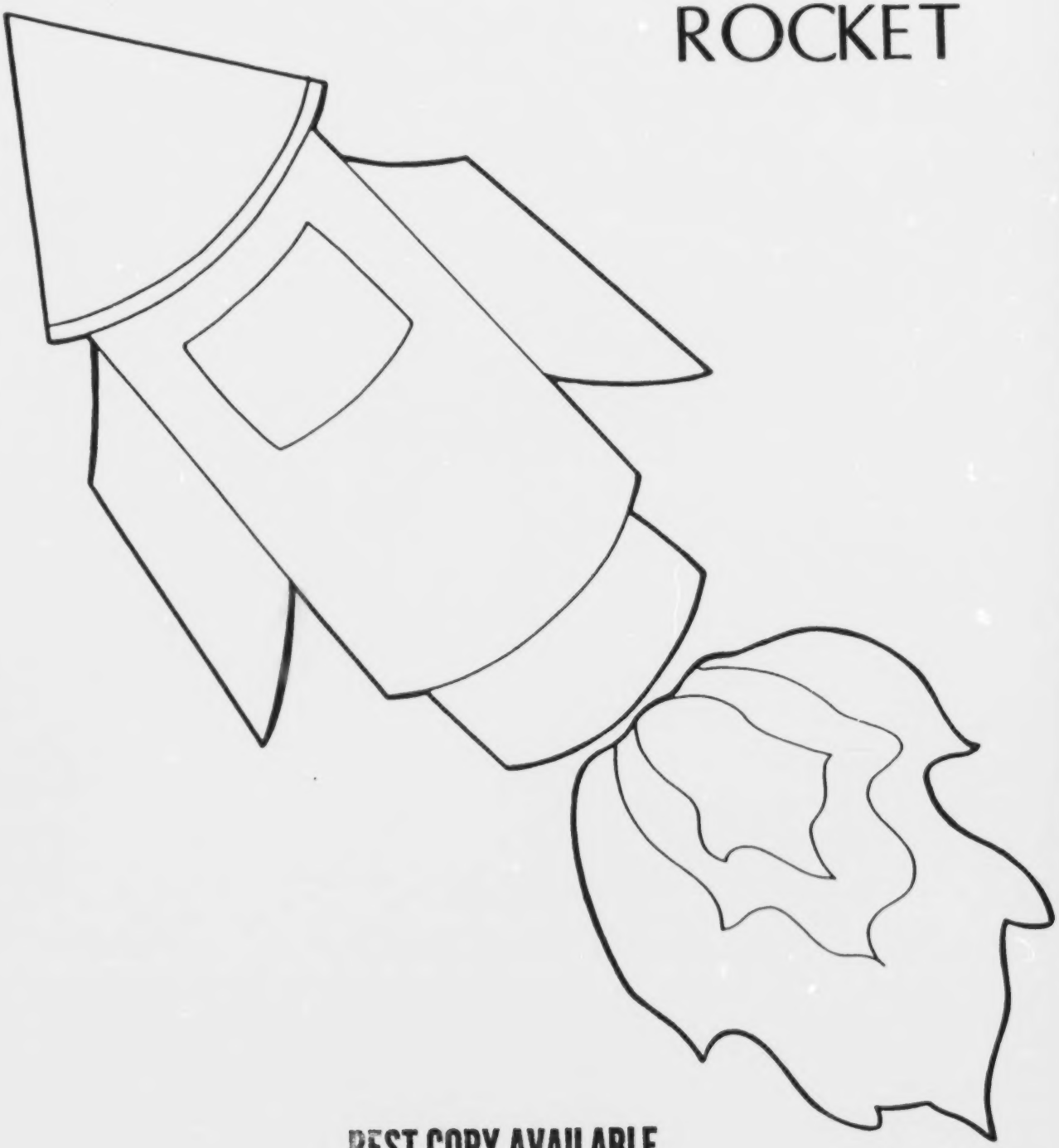
ROCKET



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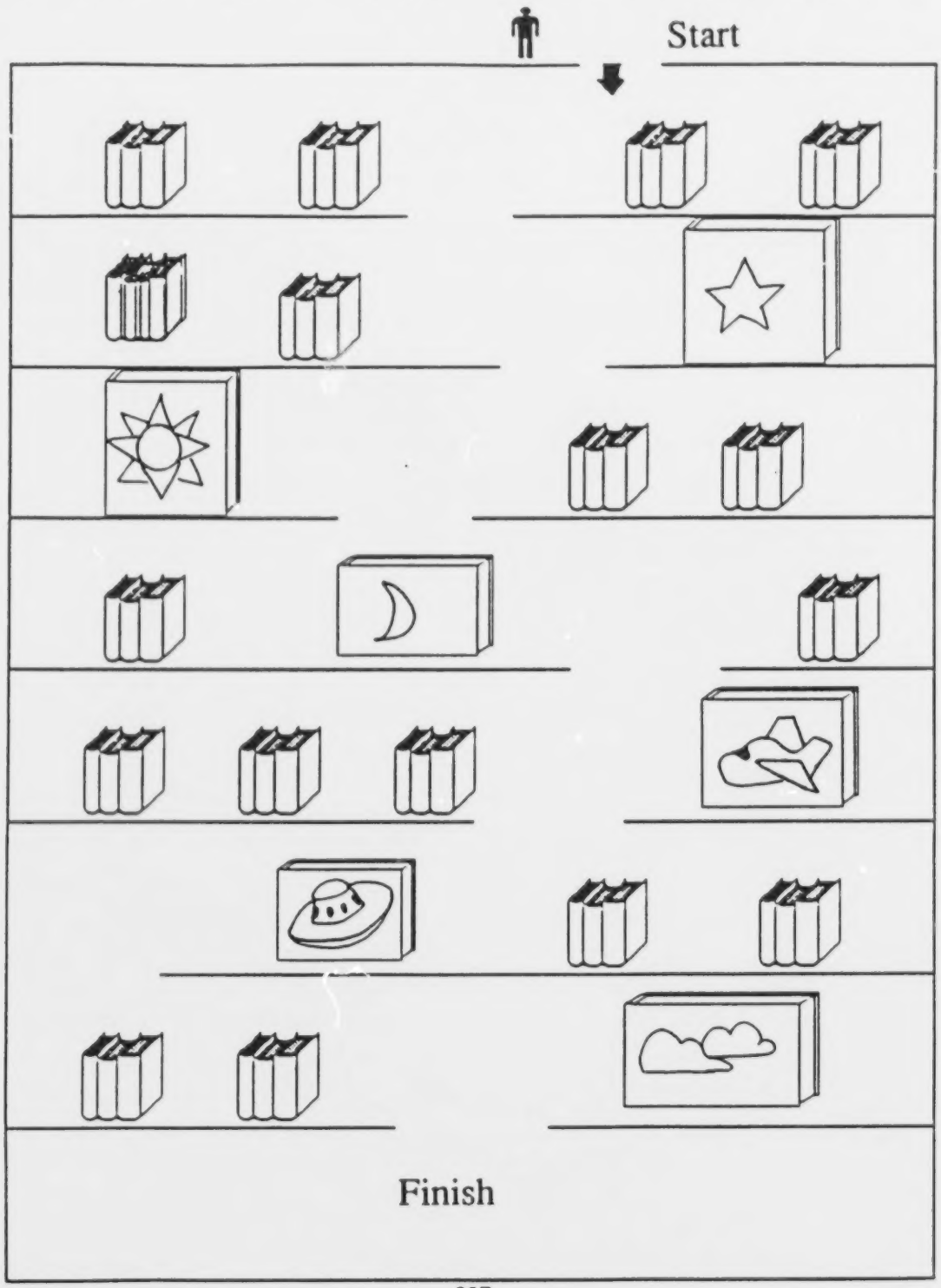
LIBRARY MAZE

On Billy's trip through the library help him find a book about the sun, the moon, clouds, stars, air planes, and spaceships.



Carlene Morton, Orange County Public Library. OUTER SPACE . . . CALLING ALL READERS, 1991 Statewide Summer Reading Program. Funded by LSCA, Title I as administered by the NC Department of Cultural Resources, Division of State Library, 1991.

Connect the "stars" and Blast-Off!

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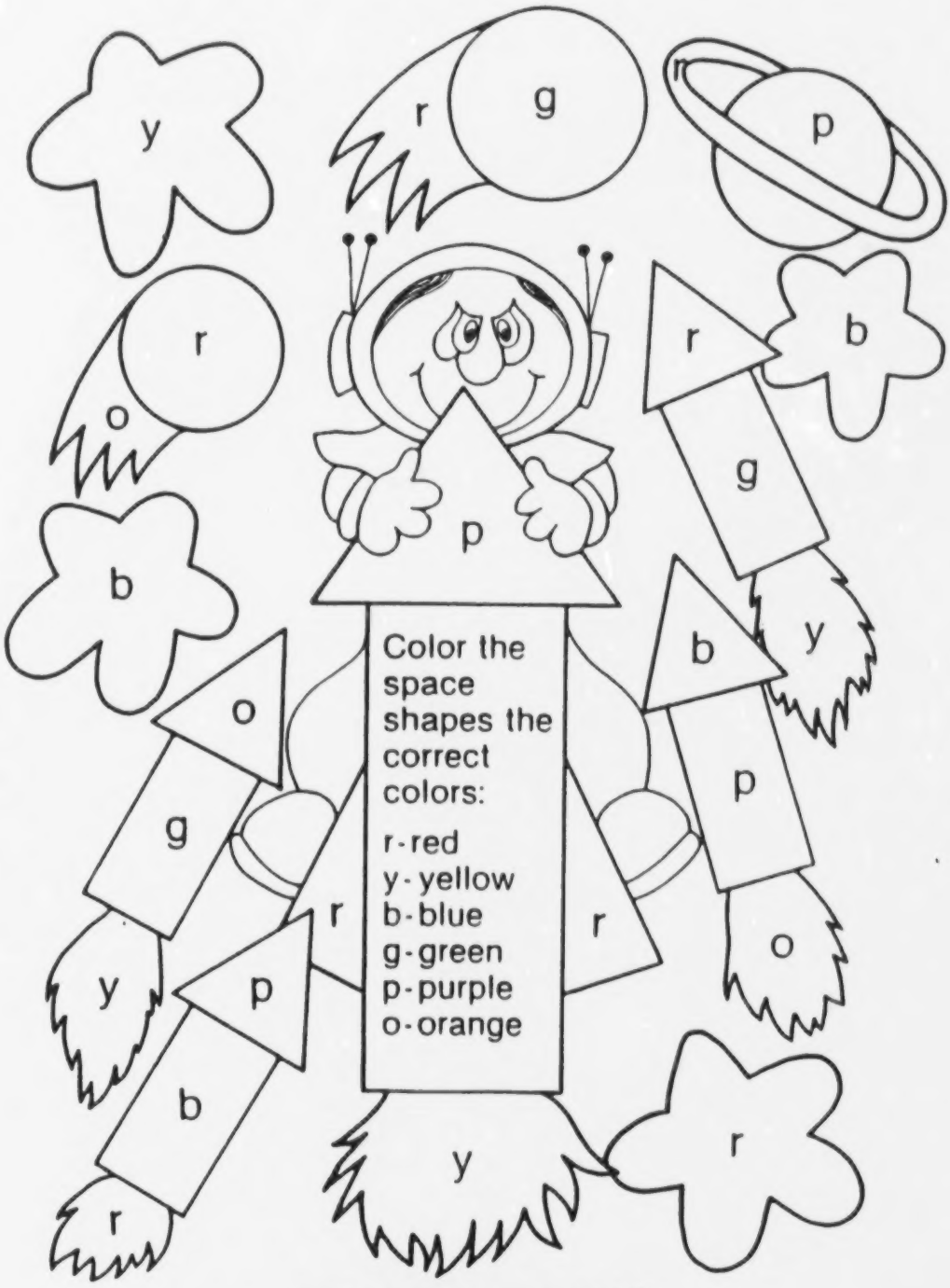
ROCKET ROUND-UP



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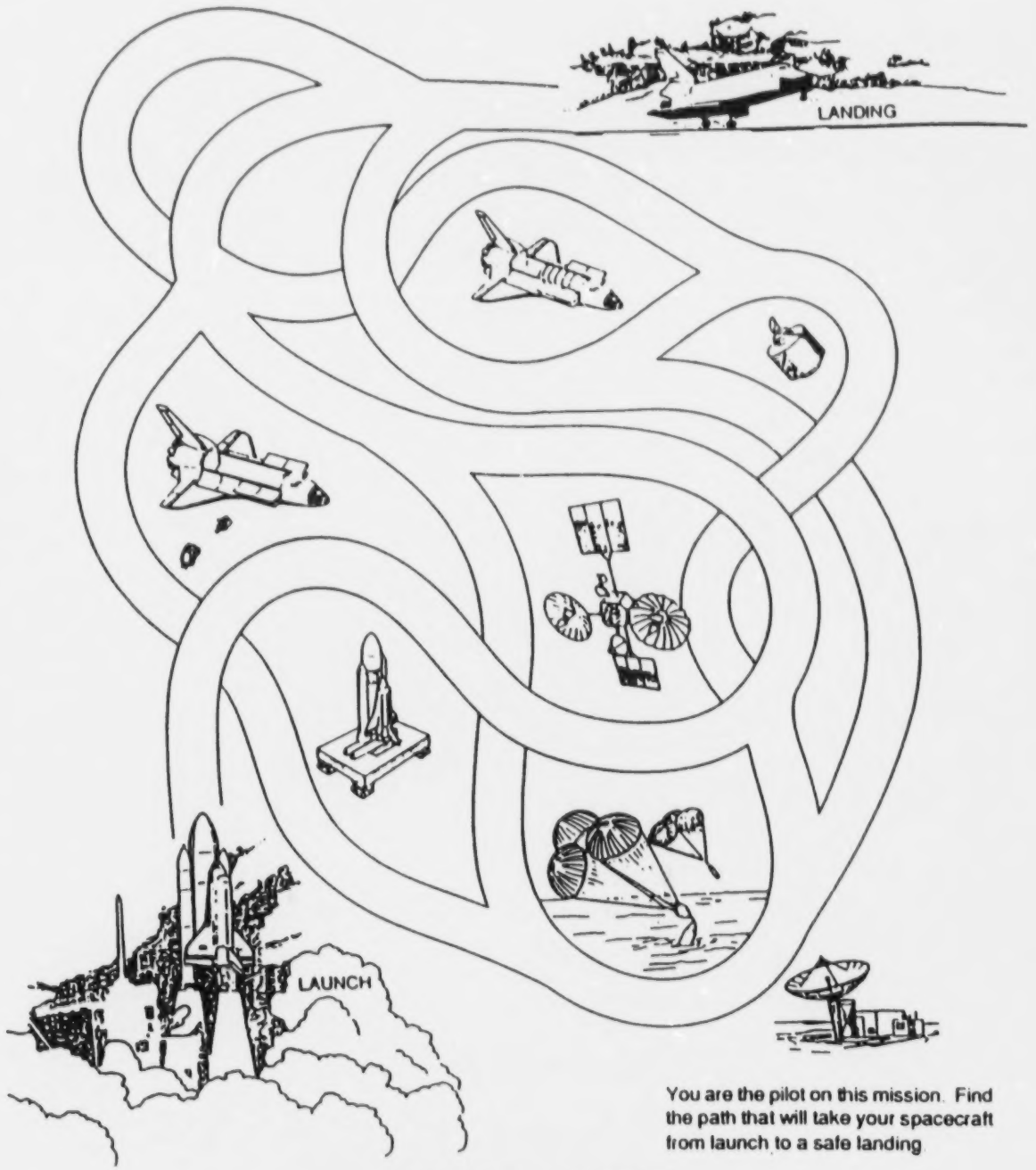
SPACE SHUTTLE MAZE



You are the pilot on this mission. Find the path that will take your spacecraft from launch to a safe landing.

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"Meet the Martians"

1. Connect the numbers
2. Connect the letters
3. Connect the letter numbers

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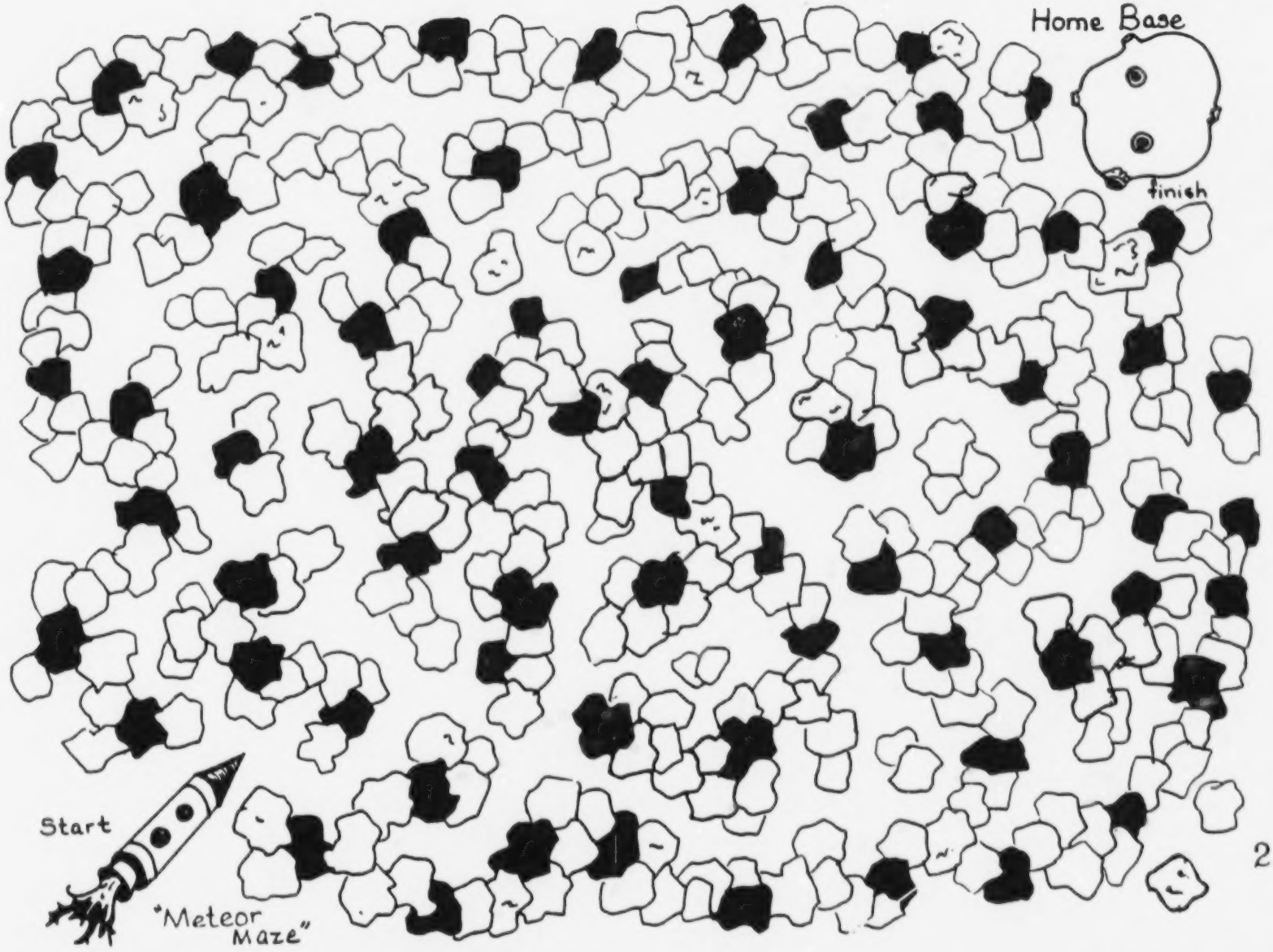

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213

217

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1 Blue
2 Red
3 Yellow
4 Green
5 Brown
6 Orange
7 Purple
8 Black

Virginia Ormsby

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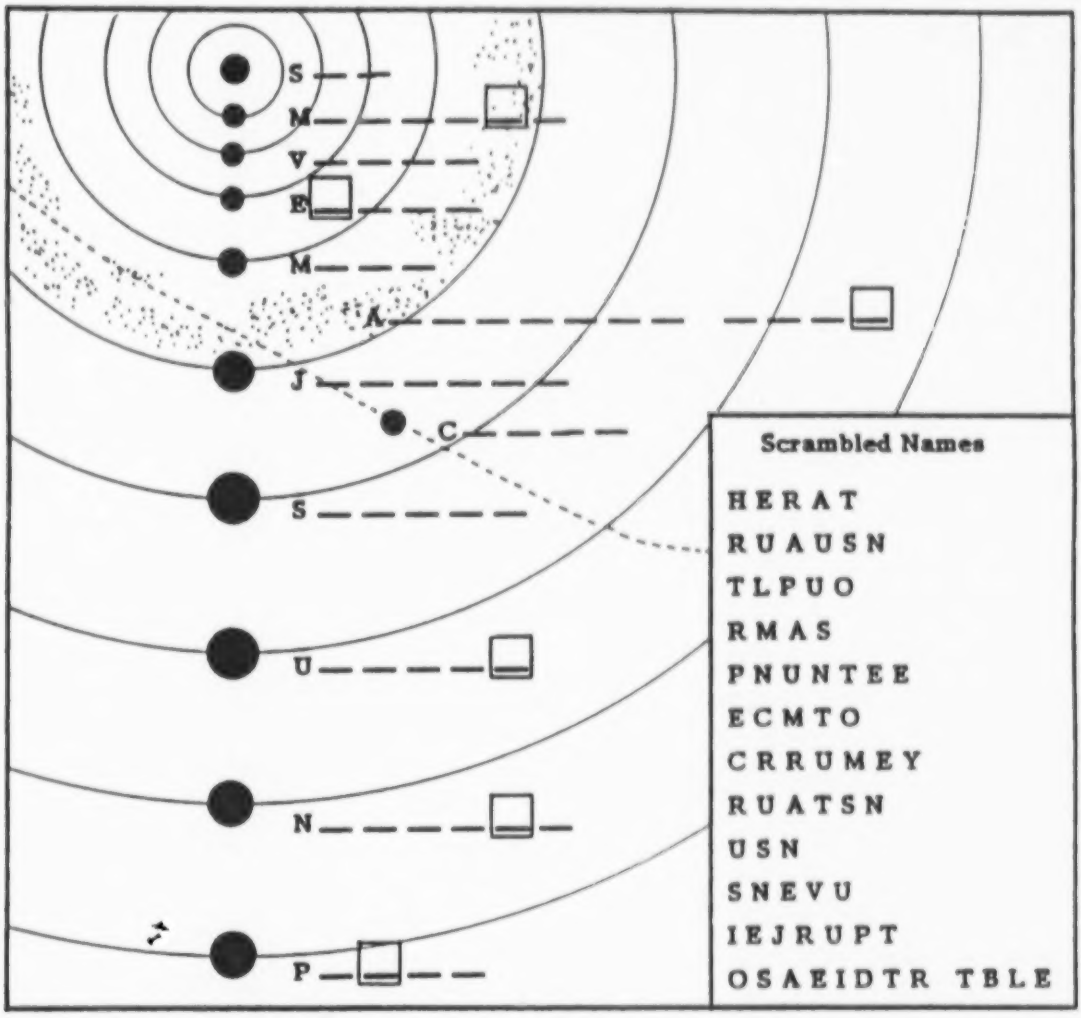
LOST IN SPACE

YOUR SPACESHIP'S COMPUTER HAS SCRAMBLED THE NAMES ON YOUR MAP OF OUR SOLAR SYSTEM. UNSCRAMBLE THE NAMES AND PUT THEM IN THE CORRECT PLACE ON THE MAP. (LUCKILY, THE COMPUTER HAS LEFT THE FIRST LETTER OF EACH PLACE NAME ON THE MAP, WHICH WILL HELP YOU FIND THE PROPER LOCATION FOR EACH UNSCRAMBLED NAME.) UNSCRAMBLE THE LETTERS IN THE SQUARES ON THE MAP TO DISCOVER YOUR DESTINATION.



DESTINATION: _ _ _ _ _ _

NOTE FROM YOUR COMPUTER:

THIS LIST OF PLACES IN OUR SOLAR SYSTEM MAY HELP YOU TO UNSCRAMBLE THE MAP: ASTEROID BELT; URANUS; MARS; EARTH; PLUTO; JUPITER; COMET; SATURN; VENUS; SUN; NEPTUNE; MERCURY

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DISCOVERY WORD SEARCH

M C S P A C E C R A F T
R O T A B H I M O P H U
Z C N O O M Q U P A F Y
E K O T D X F T A S L O
N P O H G R E B D N I L
N I L A Y O G U O R G H
U T L X P I L O T O H T
Q U A F R O Z F A C T H
A D B L E B L I I K O G
S K Y L A B Y L R E J I
U R C N W A K P O T R R
T F A R C R I A V N E W

Words to find:

Wright
Flight
Montgolfier
Balloon
Air
Cockpit
Pilot
Lindbergh
Aircraft
Rocket
Spacecraft
Apollo
Moon
Skylab

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SPACE CODE

Letters, numbers, signs, pictures, and words have been used to develop codes. This code uses numbers for letters. By using the code, can you decode the puzzle? Try making your own code and secret message. Give it to a friend to decode. Write a sentence about the answer to the decoded puzzle.

JULY 20, 1969

CODE	10	59	9	26	33	48	65	88	76	41	17	97
	A	C	D	G	I	L	M	N	O	R	S	T

	7	16	99	8	62	85	42	95	79
	+3	+25	−34	+9	+35	−44	+34	−7	−53
	___	___	___	___	___	___	___	___	___
LETTER	___	___	___	___	___	___	___	___	___

	93	13	23	37	61	21
	−83	+35	−14	+4	−28	+67
	___	___	___	___	___	___
LETTER	___	___	___	___	___	___

	13	87	22	93	16	53	59
	+46	−11	+26	−45	+17	+35	−42
	___	___	___	___	___	___	___
LETTER	___	___	___	___	___	___	___

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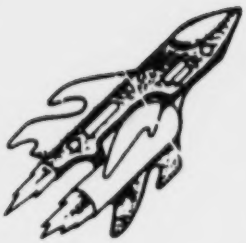
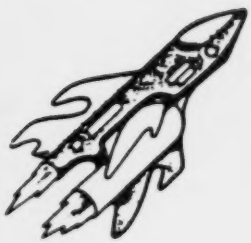


K S R A S T R O N A U T A G I L S
S P I N O F F L A S P P D A S U A
O R W F L P L A N E T E B L L E T
R I H S A D J S I O M S T A R S N
O G A P R O N U M O B U H X J P A
F C S A S V R N A M I L K Y W A Y
G A L C Y M A R S N G S E M O L R
S P V E S O B U F L D P O E O L O
C O N S T E L L A T I O N T A S C
O L U T E K I Y C S P A B E D A K
M L W A M I J H V O P Y E O X T E
E O N T A R U M E T E N S R Q E T
T U P I X O L U N A R M O D U L E
J L S O R B I T U P O L W O R L D
M O O N H O K M S P A C E S H I P
E B O X Y T S A W L S R I G H T O
T A F L I G H T A S J U P I T E R



CONSTELLATION	SPINOFF	APOLLO	PLANET
SUN	MILKY WAY	LUNAR MODULE	ROBOT
GALAXY	ORBIT	BIG DIPPER	SATELLITE
MARS	VENUS	SOLAR SYSTEM	METEOR
SPACE STATION	JUPITER	FLIGHT	COMET
MOON	SPACESHIP	ROCKET	ASTRONAUT
STARS			WORLD

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CODED MESSAGE

CODE:

10	59	9	23	62	26	39	33	71	48	65	88	76
—	—	—	—	—	—	—	—	—	—	—	—	—
A	C	D	E	F	G	H	I	K	L	M	N	O

54	41	17	97
—	—	—	—
P	R	S	T

MESSAGE:

36	54	25	43	21		27	29	31	
+61	-15	-15	+54	-04		+49	+59	-08	
—	—	—	—	—		—	—	—	
—	—	—	—	—		—	—	—	

11	81	08	16	23		87	79	16	71
+06	-16	+02	+32	+25		-70	+18	+07	-17
—	—	—	—	—		—	—	—	—
—	—	—	—	—		—	—	—	—

44	29	77		84	04	99
+18	+47	-36		-19	+06	-11
—	—	—		—	—	—
—	—	—		—	—	—;

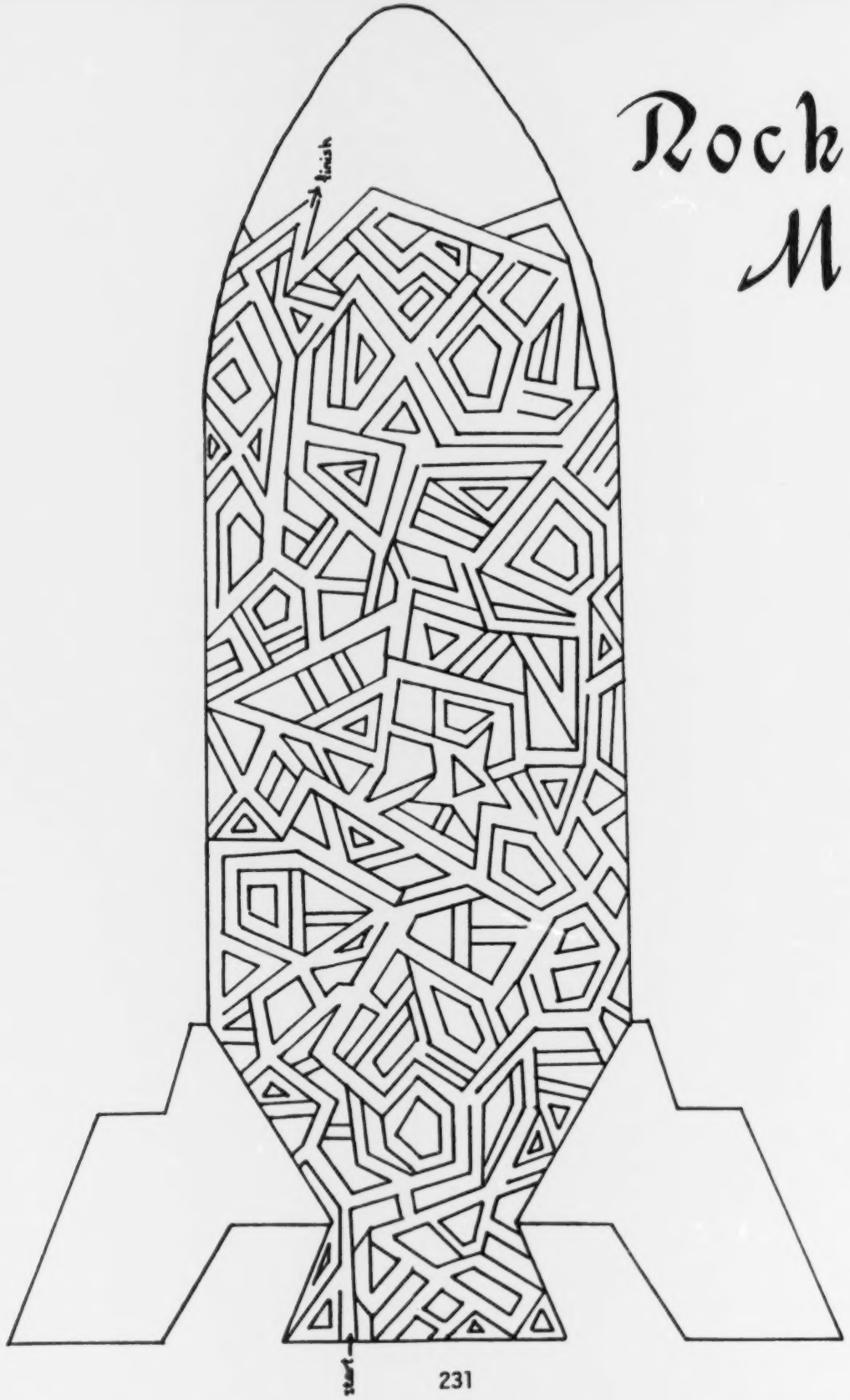
98	19	47			74	99	05	71	48
-22	+69	-24			-48	-66	+05	+17	+49
___	___	___			___	___	___	___	___
___	___	___			___	___	___	___	___

23	12	26	97	23	85	60
+25	+11	-16	-43	+39	-09	-19
___	___	___	___	___	___	___
___	___	___	___	___	___	___

94	41	24	19	61	90	23	
-29	-31	+64	+52	-28	-02	-14	
___	___	___	___	___	___	___	
___	___	___	___	___	___	___	!

- Eileen Johnson

Rocket Maze



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ANSWER SHEET

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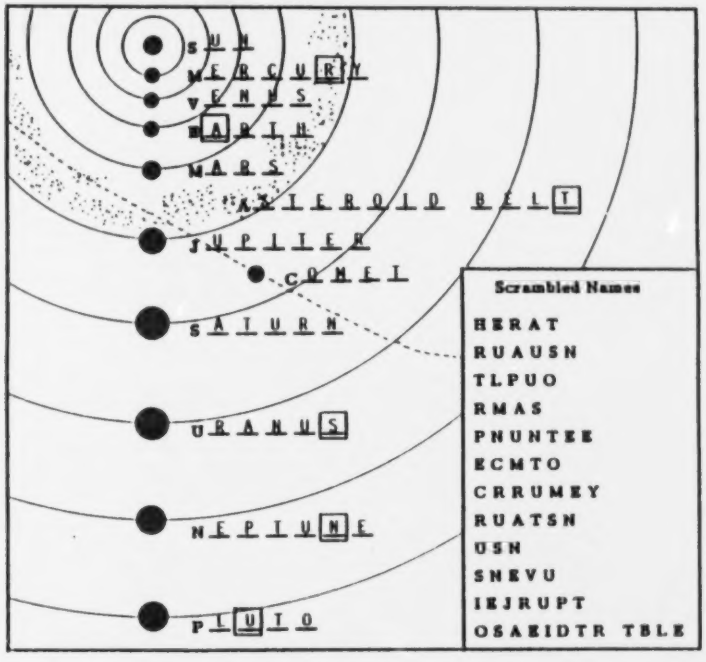

222

DESTINATION: S A T U R N

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	+3		+25	-34	+9	+35	-44	+34	-7	-53		
	10		41	65	17	97	41	76	88	26		
LETTER	A		R	N	S	T	R	O	N	G		
			93	13	23	37	61	21				
			-83	+35	-14	+4	-28	+67				
			10	48	9	41	33	88				
LETTER			A	L	D	R	I	N				
			13	87	22	93	16	53	59			
			+46	-11	+26	-45	+17	+35	-42			
			59	76	48	48	33	88	17			
LETTER			C	O	L	L	I	N	S			

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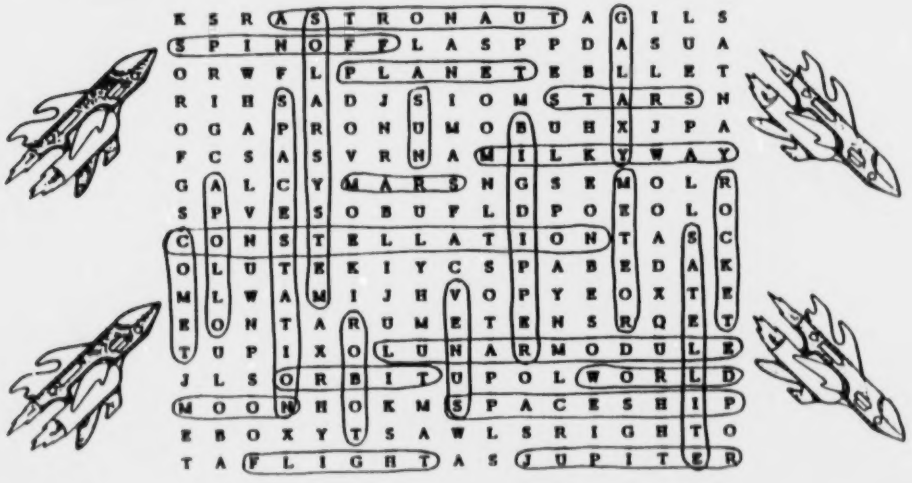

CONSTELLATION	SPINOFF	APOLLO	PLANET
SUN	MILKY WAY	LUNAR MODULE	ROBOT
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STARS			WORLD

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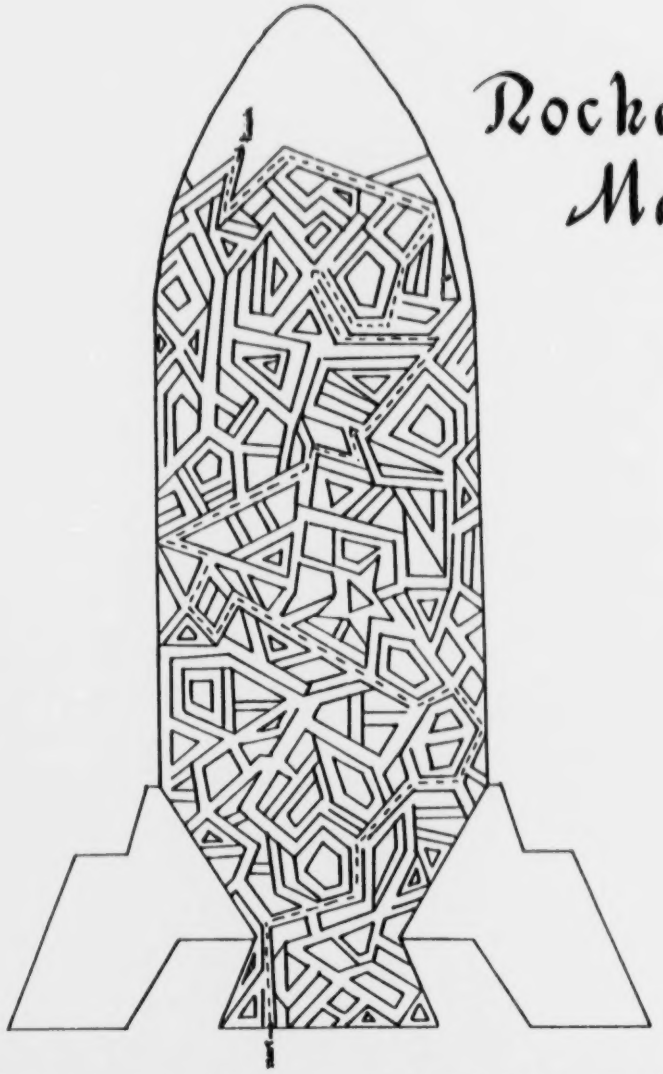
Rocket Maze



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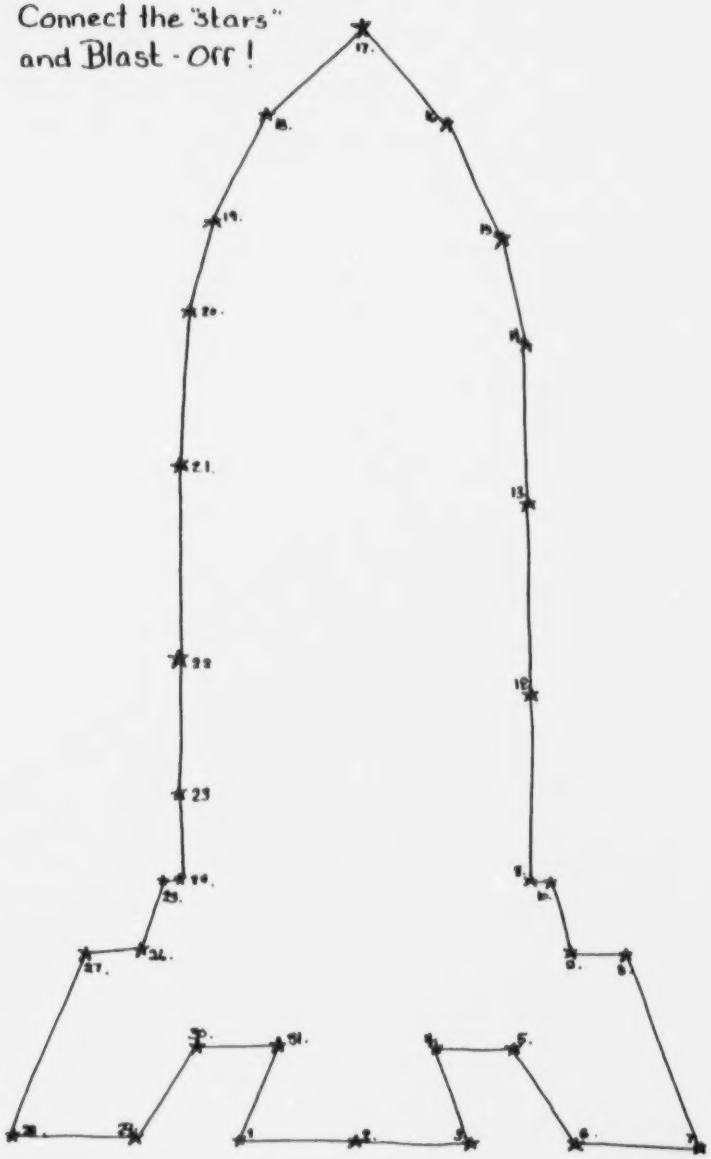
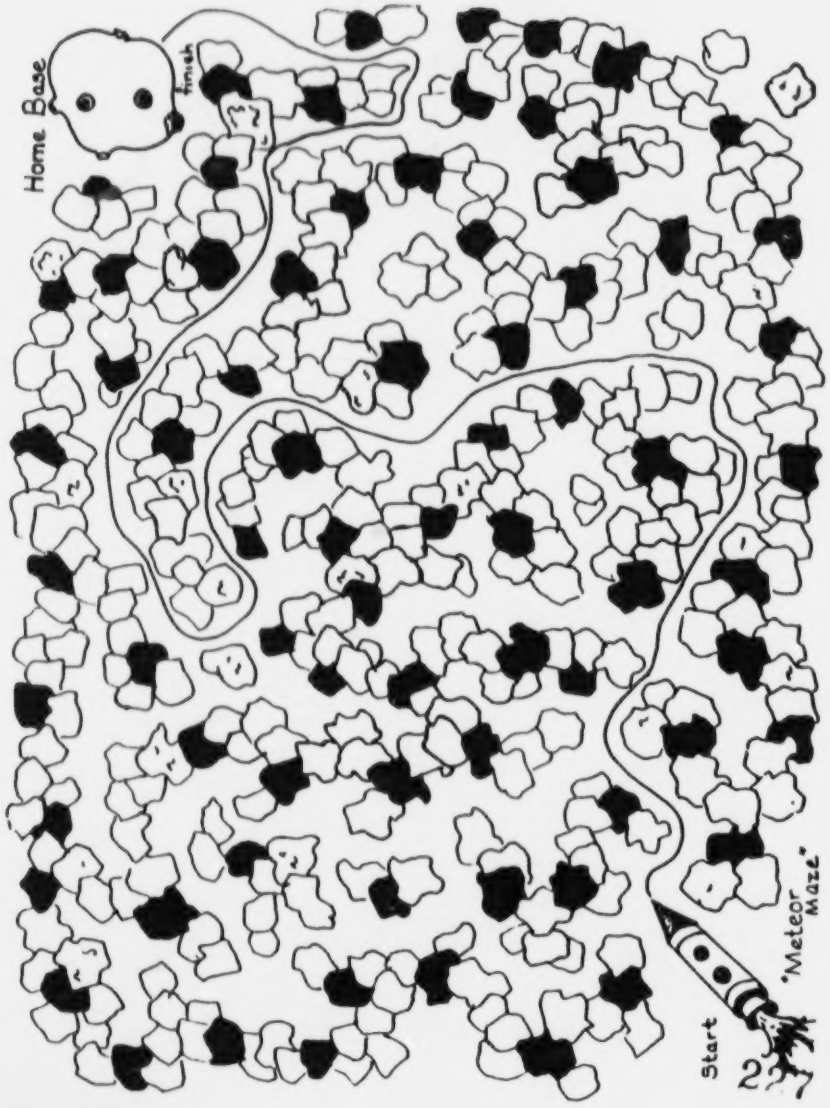
ANSWER SHEET

Connect the "stars" and Blast-Off!





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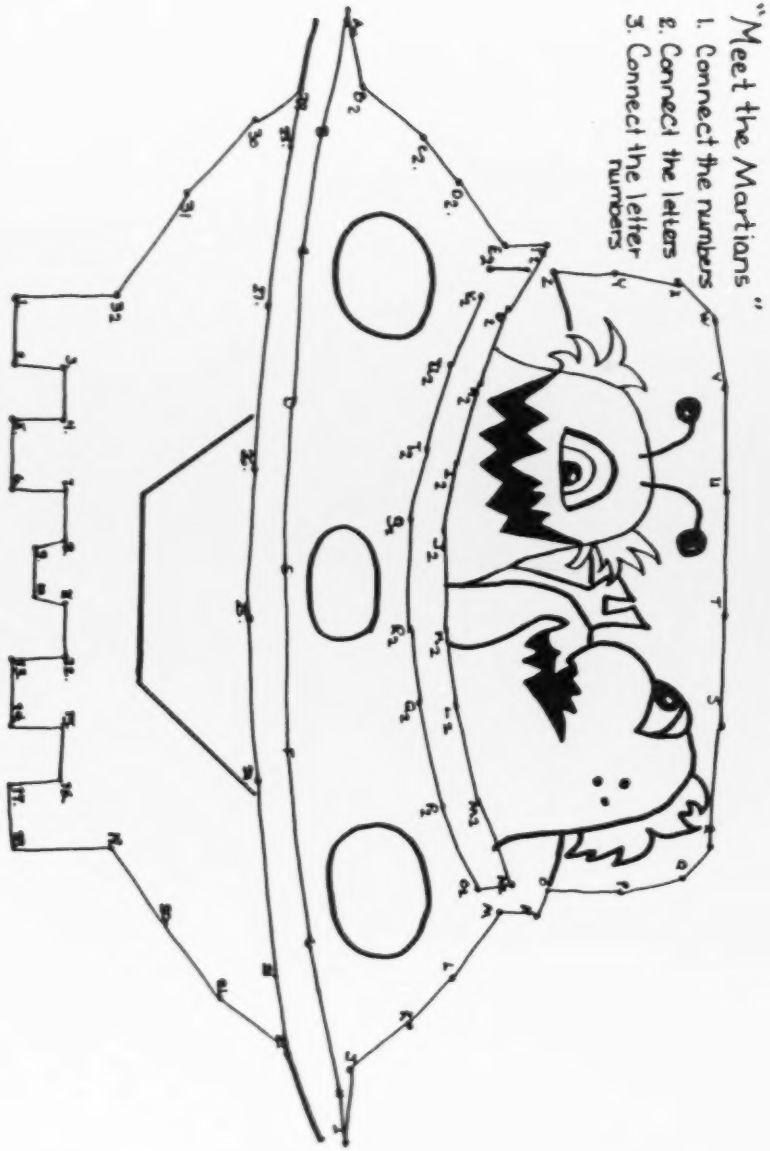
ANSWER SHEET

"Meet the Martians"

1. Connect the numbers
2. Connect the letters
3. Connect the letter numbers



CODED MESSAGE

MESSAGE:

36	54	25	43	21		27	29	31	
+61	-15	-15	+54	-04		+49	+59	-08	
97	39	10	97	17		76	88	23	
T	H	A	T	S		O	N	E	
11	81	08	16	23		87	79	16	71
+06	-16	+02	+32	+25		-70	+18	+07	-17
17	65	10	48	48		17	97	23	54
S	M	A	L	L		S	T	E	P
44	29	77		84	04	99			
+18	+47	-36		-19	+06	-11			
62	76	41		65	10	88			
F	O	R		M	A	N;			
98	19	47		74	99	05	71	48	
-22	+69	-24		-48	-66	+05	+17	+49	
76	88	23		26	33	10	88	97	
O	N	E		G	I	A	N	T	
23	12	26	97		23	85	60		
+25	+11	-16	-43		+39	-09	-19		
48	23	10	54		62	76	41		
L	E	A	P		F	O	R		
94	41	24	19	61	90	23			
-29	-31	+64	+52	-28	-02	-14			
65	10	88	71	33	88	9			
M	A	N	K	I	N	D!			

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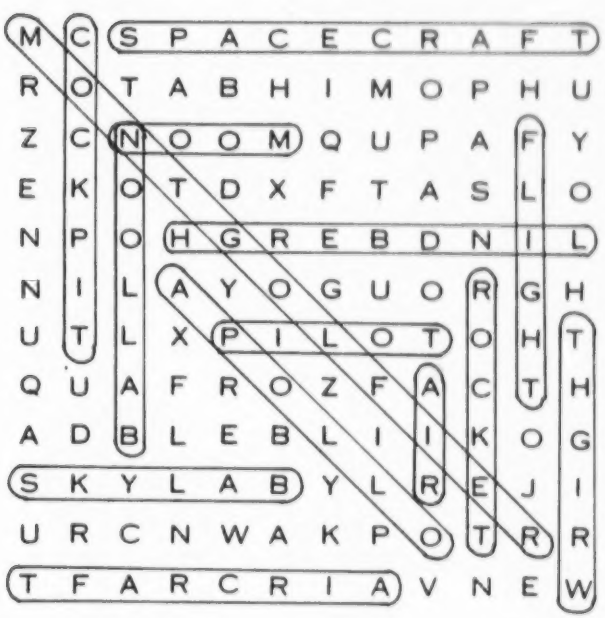
ANSWER SHEET

DISCOVERY WORD SEARCH


M C S P A C E C R A F T
R O T A B H I M O P H U
Z C N O O M Q U P A F Y
E K O T D X F T A S L O
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A D B L E B L I I K O G
S K Y L A B Y L R E J I
U R C N W A K P O T R R
T F A R C R I A V N E W

Words to find:

Wright	Cockpit	Spacecraft
Flight	Pilot	Apollo
Montgolfier	Lindbergh	Moon
Balloon	Aircraft	Skylab
Air	Rocket	

BIBLIOGRAPHIES

Included in this Chapter:

Picture Books and Easy Readers
Children's Science Fiction Books
Children's Nonfiction Books
Free and Inexpensive Materials
from NASA and Other Sources
A Basic Astronomy Library

BEST COPY AVAILABLE

PICTURE BOOKS AND EASY READERS

1. Asch, Frank. HAPPY BIRTHDAY, MOON!, Prentice-Hall, 1982.
   _____. MOON BEAR, Scribners, 1978.
   _____. MOONCAKE, Prentice-Hall, 1983.
   _____. MOONGAME, Prentice-Hall, 1984.

   A series of stories about a young bear and his adventures involving the moon.

2. Barton, Byron. I WANT TO BE AN ASTRONAUT, Crowell, 1988.
   A young child imagines all of the things he will do when he grows up and becomes an astronaut.

3. Berenstain, Stan. THE BERENSTAIN BEARS ON THE MOON, Random House, 1985.
   The bears deal with weightlessness, meteor showers, and moon dust as they travel around the moon.

4. Boon, Emilie. PETERKIN MEETS A STAR, Random House, 1984.
   Peterkin takes a star out of the sky and watches it grow sad and dim until he finally returns it to the proper place.

5. Brewster, Patience. ELLSWORTH AND THE CATS FROM MARS, Houghton, 1981.
   Alien cats from Mars become lost on a space voyage.

6. Buller, Jon. SPACE ROCK, Random House, 1988.
   A space adventure on an easy reader level.

7. Delaney, Ned. COSMIC CHICKENS, Harper, 1988.
   Three cosmic chickens arrive from outer space just in time to save Farmer Hank from all of his bad luck.

8. Duncan, Lois. THE BIRTHDAY MOON, Viking Kestrel, 1989.
   Imagine all the wonderful things that can be done with the moon.

9. Fitz-Gerald, Christine Maloney. I CAN BE AN ASTRONOMER, Children's Press, 1986.
   A brief book written for primary grade children which describes what is involved in the work of an astronomer.

10. Hines, Anna Grossnickle. SKY ALL AROUND, Clarion Books, 1989.
    A little girl and her father share the special time of watching the stars in the night sky and wonder at the different pictures that they see.

11. Hirst, Robin. MY PLACE IN SPACE, Orchard/Watts, 1990.
A bus driver asks two young children where they live and they immediately begin to describe where Australia (their home) is located in the context of the universe.

12. King, Christopher, and John C. Wallner. THE BOY WHO ATE THE MOON, Philomel Books, 1988.
A boy who eats of the moon's sugar drifts up into the sky and wonders if he will ever get home again.

13. Kuskin, Karla. A SPACE STORY, Harper, 1978.
A bedtime story about the night sky and space ships that might travel among the stars.

14. Lauber, Patricia. GET READY FOR ROBOTS!, Harper, 1987.
A book which distinguishes between the fantasies we have about robots and their actual current capabilities.

15. Lee, Jeanne M. THE LEGEND OF THE MILKY WAY, Holt, 1982.
A Chinese folktale about how the Milky Way came to be.

16. Marshall, Edward. SPACE CASE, Dial, 1980.
One in a series of stories about some robot-like creatures. In this instance, they arrive on Halloween just in time to win the costume party.

17. Marzollo, Jean. JED AND THE SPACE BANDITS, Dial, 1987.
_____. JED'S JUNIOR SPACE PATROL, Dial, 1982.
Science fiction adventure stories involving conflicts with some evil alien forces.

18. Mitra, Annie. PENGUIN MOON, Holiday House, 1989.
A penguin is granted five wishes by the Giant Starfish from the sky to find out if the moon can really talk.

19. Moncure, Jane Belk, and Linda Hohag. THE MAGIC MOON MACHINE, Children's Press, 1988.
An astronaut tells a boy he is taking along too many different things on his trip to the moon, but he has to learn the hard way.

20. Oxenbury, Helen. TOM AND PIPPO SEE THE MOON, Macmillan, 1988.
A boy dreams about visiting the moon someday.

21. Pinkwater, Daniel. GUYS FROM SPACE, Macmillan, 1989.
A little boy accompanies some space aliens to another planet where he discovers all kinds of unusual and different things.

22. Ross, David. GORP AND THE SPACE PIRATES, Walker, 1983.
_____. SPACE MONSTER GORP AND THE RUNAWAY COMPUTER, Walker, 1984.
Stories about monsters and space pirates. Similar to other stories involving conflicts with space aliens.

23. Sadler, Marilyn. ALISTAIR IN OUTER SPACE, Prentice-Hall, 1984.
_____. ALISTAIR'S TIME MACHINE, Prentice-Hall, c1986.
Stories of space travel and time machines that are sure to spark interest in young readers.

24. Widman, Christine, and Robin Spowart. THE STAR GRAZERS, Harper & Row, 1989.
A shepherd boy has to find a way to get his sheep safely back from the sky when they went grazing after stars.

25. Wynne-Jones, Tim. BUILDER OF THE MOON, M.K. McElderry Books, 1988.
When David receives a message that the moon is falling apart and needs his help, he goes to its aid in his rocket made of blocks.

26. Yolen, Jane. COMMANDER TOAD AND THE BIG BLACK HOLE, Coward, 1983.
_____. COMMANDER TOAD AND THE DIS-ASTEROIDS, Coward, 1985.
____. COMMANDER TOAD AND THE INTERGALACTIC SPY, Coward, 1986.
_____. COMMANDER TOAD AND THE PLANET OF THE GRAPES, Coward, 1982.
_____. COMMANDER TOAD AND THE SPACE PIRATES, Coward, 1987.
_____. COMMANDER TOAD IN SPACE, Coward, 1980.
A series of beginning readers about some very brave space travelers led by an intrepid toad.

27. Yorinks, Arthur. COMPANY'S COMING, Farrar, 1988.
A humorous account of how a family deals with a spaceship full of aliens who come to dinner.

CHILDREN'S SCIENCE FICTION BOOKS

1. Asimov, Janet and Isaac Asimov. NORBY FINDS A VILLAIN, Walker, 1987. Grades: 5-8.
Robot Norby and his friends try to stop the evil Ing the Ingrate from taking over the universe.

Other Titles in this series:

1. NORBY AND THE INVADERS
2. NORBY AND THE LOST PRINCESS
3. NORBY AND THE QUEEN'S NECKLACE
4. NORBY DOWN TO EARTH
5. NORBY AND THE MIXED-UP ROBOT
6. PACKAGE IN HYPERSPACE
7. NORBY AND YOBO'S GREAT ADVENTURE
8. NORBY AND THE OLDEST DRAGON

2. Cameron, Eleanor. THE WONDERFUL FLIGHT TO THE MUSHROOM PLANET, Little, Brown, 1954. Grades: 4-6.
   Two boys build a space ship and set off for the dying planet of Basadium to save the people from starvation.

   Other Titles in this series:

   1. MR. BASS'S PLANETOID
   2. A MYSTERY FOR MR. BASS
   3. STOWAWAY TO THE MUSHROOM PLANET
   4. TIME AND MR. BASS

3. Chetwin, Grace. OUT OF THE DARK WORLD, Lothrop, 1985. Grades: 5-7.
   Meg begins dreaming about a boy whose mind is trapped in a computer and through trances and the help of a sorceress helps free the boy.

4. Christopher, John. WHEN THE TRIPODS CAME, Dutton, 1988. Grades: 5-up.
   The prequel to the Tripods trilogy, this story tells how a young boy witnesses the arrival of the towering monsters from outer space.

   Tripods Trilogy:
   THE WHITE MOUNTAINS
   THE CITY OF GOLD AND LEAD
   THE POOL OF FIRE

   Other Titles:

   1. FIREBALL
   2. EMPTY WORLD

5. Clark, Margaret. BARNEY AND THE UFO, Dodd, Mead, 1979. Grades: 4-6.
   Barney is afraid to tell his foster parents about the UFO he has seen behind the house even when a hasty promise to Tibbo, the space boy, leads him into trouble.

Other Titles:

1. BARNEY IN SPACE
2. BARNEY ON MARS

6. Danziger, Paula. THIS PLACE HAS NO ATMOSPHERE, Delacorte, 1986. Grades: 7-up.
   Aurora lives in the year 2057 and learns that moving to the moon can be fun.

7. DeWeese, Gene. THE DANDELION CAPER, Putnam, 1986. Grades: 6-8.
   Calvin and Kathy are rescued from evil aliens by a cat called Dandelion.

   Other Titles:

   1. BLACK SUITS FROM OUTER SPACE, Putnam, 1985.

8. Fradin, Dennis. HOW I SAVED THE WORLD, Dillon Pr., 1986. Grades: 3-6.
   When aliens invade the planet, they take up the mannerisms of humans. Shelley and her Uncle Myron soon become suspicious, however, because the nice-mannered strangers act like people out of the 50's.

9. Gilden, Mel. OUTER SPACE AND ALL THAT JUNK Lippincott, 1989. Grades: 4-6.
   While working with his uncle one summer, a young boy discovers he is actually collecting junk to help aliens return to their home planet.

10. Griffin, Peni. OTTO FROM OTHERWHERE, Macmillan/McElderry, 1990. Grades: 4-6.
    When ten-year-old Paula and her younger brother Peter rescue a boy, they soon learn that he has mistakenly wandered into this world from one very different from theirs.

11. Hoover, H. M. ORVIS, Viking Kestrel, 1987. Grades: 5-8.
    Two children, born on another planet, return to attend school on Earth. They discover an old robot they call Orvis and are determined to save him from the junk pile.

    Other Titles:

    1. THE RAINS OF ERIDAN
    2. THE SHEPHERD MOON
    3. THIS TIME OF DARKNESS

12. Hughes, Monica. DEVILS ON MY BACK, Atheneum, 1984.
Grades: 4-7.

_____. THE DREAM CATCHER, Atheneum, 1986.
Grades: 4-7.
On a post-holocaust world ruled by computers in a dome-covered society, Tomi, the colony overlord's son, escapes to the outside where he finds people who live free from artificial control. In the sequel, a misfit girl with great extrasensory powers leads a group in search of other colonies in an exciting and hazardous journey.

Other Titles:

1. THE KEEPER OF THE ISIS LIGHT, Atheneum, 1981.
   Grades: 6-8.
2. GUARDIAN OF ISIS
3. THE ISIS PEDLAR
   A spaceship from Earth crashlands on Isis, which is populated only by teen-aged Olwen and her robot guardian. Olwen encounters humans for the first time and learns how much adaptation she has undergone to survive on Isis. The other titles continue the story of Isis and its colonizers.

13. Jacobs, Paul. BORN INTO LIGHT, Scholastic, 1988.
Grades: 6-8.
An old man named Roger tells of the time when he was a child that his family adopted two lovely children who turned out to be alien beings.

14. Karl, Jean E. BELOVED BENJAMIN IS WAITING, Dutton, 1978. Grades: 4-6.
An abandoned child finds safety and refuge in an unused house in a cemetery. She begins to hear voices coming from the statue of a boy named Benjamin; but soon she realizes that alien beings from outer space are trying to communicate with her through the statue.

_____. BUT WE ARE NOT OF EARTH, Dutton, 1981.
Grades: 4-6.
Four children are sent from their home planet of Meniscus F on a survival mission to a planetary outpost similar to Earth. When they get there, they soon realize that they are being left there to repopulate the planet. Their mission turns out to be one of escape.

_____. STRANGE TOMORROW, Dutton, 1985.
Grades: 5-8.
A child trying to survive in an underground shelter after massive destruction on earth comes into contact with a child of the future struggling to establish a new civilization out of the destruction.

15. Key, Alexander. ESCAPE TO WITCH MOUNTAIN, Westminster Pr., 1968. Grades: 3-6.

_____. RETURN TO WITCH MOUNTAIN, Westminster Pr., 1978.
Many youngsters will be familar with the plight of the children, Tony and Tia, who are alien beings placed on earth for safety when their home planet begins to disintegrate. The Walt Disney film version of these stories is still being shown on television and is also available on video.

16. McIntyre, Vonda. BARBARY, Houghton, 1986.
Grades: 5-8.
Barbary and her new sister, Heather, struggle to adjust to new people on the space station where they have been sent to live.

17. Pinkwater, Daniel M. ALAN MENDELSOHN, THE BOY FROM MARS, Dutton, 1979. Grades: 5-up.
A bizarre story involving two boys and their experiences with mind control and time-travel to a lost continent.

_____. FAT MEN FROM SPACE, Dodd, 1977. Grades: 3-6.
While at the dentist getting a tooth filled, William receives an intergalactic radio message about an impending invasion from outer space of aliens wanting to steal all of our junk food.

Other Titles:

1. LIZARD MUSIC Grades: 4-6.
2. SLAVES OF SPIEGEL Grades: 4-6.
   Steve Nickelson, his assistant, Norman Bleistift, and the Magic Moscow restaurant are transported through space to compete in an intergalactic junk food contest. Funny!

18. Prince, Alison. THE TYPE ONE SUPER ROBOT, Four Winds, 1988. Grades: 4-6.
When Humbert's parents send him to his absentminded Uncle Bellamy to spend the summer, they also send a robot along to take care of him in this funny story.

19. Pryor, Bonnie, and Lee Lorenz. MR. MUNDAY AND THE SPACE CREATURRES, Simon & Schuster, 1989.
    After Mr. Munday trades places with a space creature, the alien wins ten million dollars in a radio contest, thinks the bills are letters, and delivers money all over town.

20. Service, Pamala. A QUESTION OF DESTINY, Atheneum, 1986. Grades: 5-8.
    A child whose father is running for president suspects that the top campaign aide is an alien from outer space.

    _____. STINKER FROM SPACE, Scribner, 1988. Grades: 4-6.
    An alien crashes into Earth and possesses the body of a skunk while searching for help to fix his space ship so he can return to his home planet.

21. Stannard, Russell. THE TIME AND SPACE OF UNCLE ALBERT, Holt, 1989.
    A young girl named Gedanken is rocketed into space as a part of some space experiments in relativity and physics being conducted by her uncle.

22. Walsh, Jill Paton. THE GREEN BOOK, Farrar, 1982. Grades: 4-7.
    A group of survivors from a destroyed Earth set out to create a new civilization on a new planet called Shine.

23. Wilkes, Marilyn. C.L.U.T.Z. AND THE FIZZION FORMULA, Dial, 1985. Grades: 3-6.
    Rodney Pentax and his robot C.L.U.T.Z. become involved in saving the GalactiCola plant from shady characters who want to steal the Fizzion formula in order to take over the world.

    Other Titles:

    1. C.L.U.T.Z., Dial, 1982.

CHILDREN'S NONFICTION BOOKS

1. Alston, Edith. LET'S VISIT A SPACE CAMP, Troll Ass., 1990. Grades: 3-6.
    For kids who will never get to go to a space camp, this book let's them share the experiences of the participants as they simulate space flights, space walks, plan voyages, etc.

2. Asimov, Isaac and Frank White. THINK ABOUT SPACE: WHERE HAVE WE BEEN?, WHERE ARE WE GOING?, Walker, 1989. Grades: 4-6.
   A discussion of the history of man's explorations of space and the future possibilities in this area. Also discussed are some of the challenges facing the present system of space exploration.

3. Bernstein, Joanne E. JUDITH RESNIK; CHALLENGER ASTRONAUT, Lodestar, 1990. Grades: 6-9.
   Judith was one of our astronauts killed on the Challenger. Even though her life was tragically short, her life story as an astronaut will be inspiring for children as they think about and plan for their own futures.

4. Bernstein, Joanne E. MORE UNIDENTIFIED FLYING RIDDLES, Albert Whitman, 1985. Grades: 3-5.
   Riddle books like this are great for adding a little nonsense to your summer program.

5. Blocksma, Mary. EASY-TO-MAKE SPACESHIPS THAT REALLY FLY, Prentice-Hall, 1983. Grades: 3-6.
   This is the best little book for getting craft ideas for making flying contraptions. They really work too if the kids don't use too much glue! Basic supplies are paper plates, straws, glue, styrofoam cups, and staples.

6. Branley, Franklyn M. COMETS, Crowell, 1984.
   _____. ECLIPSE: DARKNESS IN DAYTIME, rev. ed., Harper, 1988.
   _____. IS THERE LIFE IN OUTER SPACE?, Crowell, 1984.
   _____. JOURNEY INTO A BLACK HOLE, Crowell, 1986.
   _____. THE MOON SEEMS TO CHANGE, Crowell, 1987.
   _____. ROCKETS AND SATELLITES, rev. ed., Crowell, 1987.
   _____. SHOOTING STARS, Crowell, 1990.
   _____. SPACE TELESCOPE, Crowell, 1985.
   _____. WHAT IS THE MOON LIKE, rev. ed., Crowell, 1986.
   Branley offers simple scientific discovery books for children in the primary grades. Clear illustrations make it easy to understand explanations given in the text. Grades: 3-6.

7. Briggs, Carole S. WOMEN IN SPACE: REACHING THE LAST FRONTIER, Lerner, 1988. Grades: 6-9.
   Useful book for girls starting to think about careers. Each chapter is about four pages long so it just whets the appetite to learn more about these women. Includes Soviet cosmonauts as well as Americans.

8. Cole, Joanna. THE MAGIC SCHOOL BUS LOST IN THE SOLAR SYSTEM, Scholastic, 1990. Grades: 1-4.
   Ms. Frizzle takes her class into outer space for a thrilling, on-the-scene lesson about the latest discoveries on the planets.

9. Fichter, George. SPACE SHUTTLE, rev. ed., Watts, 1990. Grades: 3-6.
   Updated information on the current status of the space shuttle program will help answer some of the questions children must have about this space vehicle.

10. Gallant, Roy A. THE MACMILLAN BOOK OF ASTRONOMY, Macmillan, 1986. Grades: 4-7.
   A comprehensive book about our solar system and the the universe. Includes information on the planets, stars, our moon, the sun, space distances, temperatures, the elements, colors, etc.

11. Goble, Paul. HER SEVEN BROTHERS, Bradbury Press, 1988. Grades: 3-5.
   This Cheyenne legend of the Big Dipper tells of a girl who travels to the North Country to find her seven brothers.

12. Hopkins, Lee Bennett. STILL AS A STAR, illustrated by Karen Milone, Little, Brown, 1989. Ages: 4-9.
   A small collection of poems that deal with bedtime, the night sky, and young children's imaginings about the universe.

13. Keller, Charles. ASTRONUTS: SPACE JOKES AND RIDDLES, Prentice-Hall, 1985. Grades: 3-5.
   Your typical zany joke and riddle book that kids go wild over.

14. Krupp, E. C. BIG DIPPER AND YOU, Morrow, 1989. Grades: 1-3.
   A simple book for young children that will help them locate the Big Dipper and other constellations in the night sky.

15. Lauber, Patricia. SEEING EARTH FROM SPACE, Orchard/Watts, 1990. Grades: 4-7.
   Color photographs are accompanied by a text which describes the nature, evolution and environmental future of the earth. Very relevant in these times.

16. Lauber, Patricia. VOYAGERS FROM SPACE: METEORS AND METEORITES, Crowell, 1989. Grades: 4-7.
   Discusses asteroids, meteors, and comets including their differences in make-up, movement in space, and visual appearance from Earth.

17. Lindblom, Steven. HOW TO BUILD A ROBOT, Crowell, 1985. Grades: 4-6.
Written for ages 9-12, Lindblom describes what a robot is and what it takes to create a machine that can "think" as it moves.

18. Livingston, Myra Cohn. SPACE SONGS, Holiday, 1988. Grades: 2-6.
The imagery created by the poems in this collection is strongly enhanced by the magnificant color illustrations accompanying each poem. A real treat!

19. Long, Kim. ASTRONAUT TRAINING BOOK FOR KIDS, Lodestar, 1990. Grades: 5-7.
A practical book for kids about what it takes to become an astronaut. Recommended activities and courses of study are suggested to help kids fulfill their own dreams of flight.

20. Marsh, Peter. ROBOTS, Warwick, 1983. Grades: 4-6.
Concentrates on what tasks robots are currently able to perform and the potential for the future.

21. Maurer, Richard. JUNK IN SPACE, Simon & Schuster, 1989. Grades: 4-7.
Describes the tons of space litter now in orbit around the earth and the problems it may cause for future explorations and experimentation.

22. Mayo, Gretchen. STAR TALES, Walker & Co., 1987. Grades: 3-5.
The writer has collected North American Indian myths about the stars, the moon and the sky.

23. Phillips, Louis. WAY OUT! JOKES FROM OUTER SPACE, Viking, 1989. Grades: 3-6.
Can you ever have too many joke books for kids! Some of these jokes are even "really funny".

24. Pitcher, Caroline, consultant. BUILD YOUR OWN SPACE STATION, Watts, 1989. Grades: 3-5.
Uses easy-to-find materials; includes large, colorful illustrations with good directions.

25. Ride, Sally K. TO SPACE AND BACK, Lothrop, 1986. Grades: 3-6.
Former astronaut, Sally Ride shares some of her experiences as a crew member on the space shuttle. Explains how she ate, slept, did exercise, worked, used bathroom facilities, etc.

26. Simon, Seymour. EARTH: OUR PLANET IN SPACE, Four Winds, 1984. Grades: 2-5.
_____. GALAXIES, Morrow, 1988.
_____. HOW TO BE A SPACE SCIENTIST IN YOUR OWN HOME, Lippincott, 1982.
_____. JUPITER, Morrow, 1985.
_____. MARS, Morrow, 1987.
_____. PAPER AIRPLANE BOOK, 1976.
_____. SATURN, Morrow, 1985.
_____. STARS, Morrow, 1986.
_____. SUN, Morrow, 1986.
_____. URANUS, Morrow, 1987.
The beautiful photography and the use of simple language make Simon's books especially accessible to primary grade children where other books are often too difficult.

27. Sullivan, S. Adams, BATS, BUTTERFLIES AND BUGS: A BOOK OF ACTION TOYS, Little, Brown, 1990. Grades: 3-6.
A good companion book to Blocksma's book on toy spacecrafts. The key to this book is the decorative appeal of flying bats, butterflies, etc.

28. Thompson, C. E. GLOW-IN-THE DARK CONSTELLATIONS: A FIELD GUIDE FOR YOUNG STARGAZERS, Grossett & Dunlap, 1989. Grades: 1-4.
Probably the best book available on locating constellations in the night sky for children in the early school gardes. Wonderful illustrations and short text make it ideal for the young.

29. West, Robin. FAR OUT: HOW TO CREATE YOUR OWN STAR WORLD, Carolrhoda Books, 1987. Grades: 3-6.
Colorful full-page illustrations, plus easy-to-follow b&w pictures and directions, have children eager to make meteor man, the lunar colony computer, solar saucer, interplanetary rover, etc. Uses boxes, paper cups, foil, construction paper, etc.

MAGAZINE NOTE:
National Geographic, August 1990 has a huge section devoted to the trip of the Voyager Satellite through the solar system with lots of color photographs. There is also a map included which maps the orbit of all of the planets around the sun.

FREE MATERIALS AND INEXPENSIVE MATERIALS FROM NASA AND OTHER SOURCES.

HIGHLY RECOMMENDED: (Free Materials)

These free materials contain information, numerous programs, activities and activity sheets which would be extremely valuable in planning your program.

1. DISCOVERY MANUAL (K-3).
   Source: Office of Education, P-700
   National Air & Space Museum
   Washington, D.C. 20560
   Telephone: 202/786-2109

2. SPACE SHUTTLE; ACTIVITIES FOR PRIMARY AND INTERMEDIATE STUDENTS
   Source: NASA Lewis Research Center
   Teacher Resource Center
   21000 Brookpark Road
   Cleveland, Ohio 44135

3. SPACE SHUTTLE; A NEW ERA IN SPACE TRAVEL: ACTIVITIES FOR THE PRIMARY STUDENT.
   Source: NASA Lewis Research Center
   Teacher Resource Center
   21000 Brook Park Road
   Cleveland, Ohio 44135

4. DEMONSTRATION AIDS FOR AVIATION EDUCATION
   Source: Superintendent of Public Documents
   Consigned Branch
   8610 Cherry Lane
   Laurel, Maryland 20707

5. SKY SCHOOL - TEACHER ACTIVITY BOOK
   Source: Aerospace Education Services Project
   NASA Langley Research Center
   Mail Stop 145-A
   Hampton, Virginia 23665

HIGHLY RECOMMENDED (Inexpensive Materials)

1. FUTURE ASTRONAUTS COLORING BOOK & ACTIVITIES ($2.00)
2. THE LESSON PLAN & ACTIVITIES BOOK ($5.00)
3. CLASSROOM ACTIVITIES & INFORMATION SHEETS ($10.00)
   Source: NASA CORE
   Lorain County Joint Vocational School
   15181 Route 58 S.
   Oberlin, Ohio 44074
   Telephone: 216/774-1051
   Fax: 216/774-2144
   Postage & Handling for all three is $2.95

4. RANGER RICK'S NATURE SCOPE: ASTRONOMY ADVENTURES
Source: National Wildlife Federation
1412 Sixteenth St. N.W.
Washington, D.C. 20036-2266

RECOMMENDED MATERIALS (Free Materials)

1. BEYOND THE LIMITS
2. HISTORY OF FLIGHT
3. SKYLINES NEWSLETTER
Source: Office of Education P-700
National Air & Space Museum
Washington, D.C. 20560

4. NASA CORE CATALOG 1990-91
Source: NASA CORE
Lorain County Joint Vocational School
15181 Rt. 58 S.
Oberlin, Ohio 44074
Telephone: 216/774-1051
Fax: 216/774-2144

OTHER SOURCES:

1. NASA Langley Research Center
Attn: Teacher Resource Center
Mail Stop 146
Hampton, Virginia 23665-5525
(804) 864-3293

2. SPACE LINK (An on-line network of free project and program materials for teachers and employees of other public institutions, including libraries.)
Spacelink Direct Dial via Modem: (205)895-0028
Data word format: 8 data bits, no parity, 1 stop bit

3. NATIONAL AIR & SPACE MUSEUM
Washington, D.C.
If you happen to visit Washington, D.C., visit this museum. Tell the guides at the information desk that you are an educator and would like to see the Education Center. There are hundreds of manuals on activities and projects that you can make copies of on the free copy machine.

4. Astronomical Society of the Pacific
390 Ashton Ave.
San Francisco, CA 94112
International, nonprofit society which sponsors a magazine explaining astronomical developments in everyday language, and a newsletter on teaching astronomy in grades 3-12. To receive membership information and an illustrated catalog of slides, posters, videos, observing aids, and computer software, write to:

Information Requests, Dept. G
Astronomical Society of the Pacific
390 Ashton Ave.
San Francisco, CA 94112.

- Eileen Johnson

A BASIC ASTRONOMY LIBRARY

by Andrew Fraknoi
Astronomical Society of the Pacific
390 Ashton Avenue
San Francisco, CA 94112

Apfel, N. ASTRONOMY PROJECTS FOR YOUNG SCIENTISTS.
1984, Arco, paperbound. Good, simple astronomy activities for junior high level and up.

Asimov, I. ISAAC ASIMOV'S LIBRARY OF THE UNIVERSE.
1988-90, Gareth Stevens. Beautifully produced, basic astronomy series for ages 8 - 12.

Berger, M. BRIGHT STARS, RED GIANTS, AND WHITE DWARFS.
1983, Putnam. Brief introduction to stars and their evolution. (Ages 10 - 15)

Branley, F. SATURN: A SPECTACULAR PLANET.
1983, Crowell. Picture book summarizing our knowledge of the ringed planet. (Ages 7 - 11)

Burnham, R. THE STAR BOOK.
1983, AstroMedia & Cambridge U. Press. A simple cardboard book of eight color charts, covering the Northern Hemisphere sky; excellent for beginners.

Hatchett, C. THE GLOW-IN-THE-DARK SKY BOOK.
1988, Random House. (All ages)

Krupp, E. & R. THE BIG DIPPER AND YOU.
1989, Morrow. A delightful illustrated book on stars and constellations. (Ages 6 - 12)

Ottewell, G. TO KNOW THE STARS.
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1984, Knopf. Excellent paperbound guide for older youngsters, with clear text and figures, by a Harvard astronomer.

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FILMS & VIDEOS

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BF00051 **AMERICA IN SPACE-THE FIRST DECADE.** 1968 28 min. COL i-a
A ten year history of NASA's role in the exploration of space. Presents a highly pictorial, nontechnical review of major areas of research and discovery. Describes major accomplishments in aeronautics and manned space flight as well as other scientific research.

VC00045 **THE BACKBONE OF NIGHT.** 1980 60 min. COL h-a
Sagan visits the island of Samos to explore the scientific outburst of ancient Ionian physicists. Anaximander of Miletus constructed a sundial, a celestial globe and a map of the known world. Empedocles made discoveries about the nature of air. Democritus posited the concept of the atom and Aristarchus began the long quest to answer the question, "What are the stars? (Program 7, Cosmos series)

AF01457 **BALLET ROBOTIQUE.** 1983 8 min. COL g
As London's Royal Philharmonic Orchestra plays excerpts from Bizet's "Carmen Suite," and Tchaikovsky's "1812 Overture," high technology robots in General Motors plants are seen to perform computerized dances matched elegantly with the classical music. No narration.

VC00683 **BEYOND THE STARS: A SPACE STORY.** 1981 12 min. COL g
A small boy looks out of his bedroom window at the stars and asks his mother "Do people live on them?" To answer his question, this film takes viewers on a journey into space, through our solar system and beyond. Based on A SPACE STORY by Karla Kuskin.

AF01022 **COW ON THE MOON.** 1959 11 min. COL p-i
This animated film tells the story of a brainy girl who sets out to give a young mischievous boy the ride of his life. She builds a rocket and fools him into believing he has traveled to the moon. No narration/animated.

BF00372 **EAGLE HAS LANDED - FLIGHT OF APOLLO II.** 1969 28 min. COL p-a
Documentary of the successful space mission of Apollo II. Beginning with assembly of Saturn V at Kennedy Space Center the film takes viewers through the launching, journey to the Moon, Lunar landing and exploration and return to Earth. Seen and heard are astronauts Neal Armstrong, Michael Collins and Edwin Aldrin as they perform their duties during the historic space flight to the Moon.

BF01945 **EARLY ROCKETS AND DREAMS OF SPACE.** 1970 24 min. COL i-a
A chronicle of pre-20th century rocketry and man's vision of space travel. Film describes the basic physics of rocket propulsion, its modification for warfare, and its application to space vehicles. The work of Russian scientist Ziolkovsky is examined. Also covered are other prominent figures from literature and science: Lucian of Samosta, Johannes Kepler, Newton, Jules Verne, Achille Eyraud and Herman Caswindt. (Man into space series)

BF00400 **EXPLORING SPACE.** 1957 26 min. COL i-a
Demonstrates the development and operation of a modern rocket. The physical principles of the rocket are covered. A highlight of this film is a series of views of the earth taken from an ascending V-2 Rocket.

BF01362 **EXPLORING THE PLANETS.** 1970 24 min. COL i-a
Presents American and Russian achievements in instrument exploration of the solar system, emphasizing the mechanics of aiming at planets and the discoveries of probes. (Man into space series)

BF00791 **THE GLITTERBALL.** 1979 57 min. COL p-j
An alien spaceship piloted by a small silver ball crashes on earth. Two boys help it to signal its own land before Filthy Potter carries out his criminal plans for it. Filthy's career of crime ends spectacularly as the boys, the Air Force and thousands of Glitterballs close in on him.

AF01207 **HARDWARE WARS.** 1977 13 min. COL p-a
A lighthearted parody of STAR WARS, with live-action and special effects using items in the local hardware store.

VC00046 **JOURNEYS IN SPACE AND TIME.** 1980 60 min. COL h-a
Computer animation places the constellations in space and explains the concept of a light year. Einstein's theory of relativity is introduced and his percepts of space and time are illustrated. The feasibility of interstellar travel is discussed with a brief history of space travel. (Program 8, Cosmos series)

VC00047 **THE LIVES OF THE STARS.** 1980 60 min. COL h-a
Discussion of molecules, atoms and subatomic particles leads to an explanation of the anatomy of stars and the forces that act on stellar interiors. Different stages in stars' development are presented. (Program 9, Cosmos series)

AF00715 **MANY MOONS.** nd 10 min. COL p-i
An animated motion picture based on the story by James Thurber. A ten-year-old princess falls ill of a surfeit of Raspberry Tarts. In order to help her get well, the royal court must capture the moon for her.

AF00709 **THE MOLE AND THE GREEN STAR.** 1981 8 min. COL g
As all the animals in the forest are waking up and going about their spring cleaning, the Mole finds a green star that has fallen from the sky. He tries various ways to return it to its place and, finally, the crescent moon gives him a ride up to the sky. Nonverbal/animated.

AF00597 **THE MOLE AND THE ROCKET.** 1974 10 min. COL g
This nonnarrated animation traces the adventures of the Mole after he climbs aboard a rocket ship and is catapulted into space. Very quickly, however, the ship malfunctions and crashes onto a tiny deserted island. A crab, seahorses and other sea creatures aid Mole in gathering the ship's parts from the ocean and putting them together again. Nonverbal/animated.

AF01072 **MONKEYS FISHING THE MOON** 1983 11 min. COL g
A group of monkeys see the moon in the reflection of a lake and try to capture it. Just when it seems they have caught it, a quarrel breaks out and they are out of luck. Animated.

AF01368 **MOON MAN** 1981 8 min. COL p-i
This animated film, based on the children's book of the same title, by Tomi Ungerer, tells the story of the man in the moon who is bored with life in the sky and longs to join in the fun that he sees people are having on earth.

BF01441 **MOONWALK.** 1976 40 min. COL i-a
A visual record of man's first steps on the moon. Uses spectacular visuals to celebrate man's exploration of the universe.

VC01166 **ONE GIANT LEAP.** 1987 60 min. COL j-a
Recreates the excitement of the ambitious Apollo program and examines the Soviet's achievements in space. (Program 3, Spaceflight series).

VC00570 ONE SMALL STEP FOR MAN. 1986 60 min. COL i-a
A fascinating look at the story of the Apollo missions, culminating with Armstrong's historic walk on the Moon. HOME USE ONLY.

BF01964 **PIONEERS AND MODERN ROCKETS.** 1970 24 min. COL i-a
An account of advances in rocketry during the first half of the 20th century, with emphasis on the efforts of engineers to reach the levels of scientific knowledge and theoretical design. The first section reviews the composition of black-powder rockets and the physics of rocket flight. The second section highlights the building of the liquid fuel rocket. The development of guided missiles and large rocket boosters is also shown. (Man into space series)

BF01479 **A PLACE OF DREAMS: AIR AND SPACE MUSEUM.** 1979 58 min. COL j-a
Explores the fascinating exhibits at the National Air and Space Museum, Washington, D.C., and reveals the human stories and struggles behind many of the artifacts. Host Cliff Robertson talks about the thrill of flight from the Wright Brothers to the Apollo missions, to the Moon and beyond.

BF00999 **RACE FOR SPACE.** 1960 55 min. B&W j-a

Produced in cooperation with the U.S. Department of Defense, the U.S. Army, Navy, Air Force, National Aeronautics and Space Administration and the Ministry of Culture of the U.S.S.R. A documentary film containing American and Soviet rocket and space films never seen outside our Intelligence Service.

AF00696 **THE RED PLANET - MARS** 1967 17 min. COL j-a

Existence of life on Mars, Martian Canals, atmospheric conditions, astronomical history of Martian exploration, and current space probes toward Mars are discussed scientifically but in language for the layman. Many theories about Mars are presented and arguments for or against them are presented.

AF01590 **THE ROBOT REVOLUTION.** 1984 19 min. COL j-a

Tells how robots were novelty items during the eighteenth century, but today are fast becoming the driving force behind a new technological revolution. Shows the relationship between robots, artificial intelligence, and computers.

BF01968 **SATELLITES AND MEN IN ORBIT.** 1970 24 min. COL i-a

An examination of American and Russian space ventures divided into three parts. The first section deals with 'near space': its definition, atmosphere, the effects of gravity, and the physics of achieving orbit. The second part describes the operation, discoveries, and types of satellites. The third part depicts man in orbit. It begins with attempts using animals and then shows highlights of manned flights, including the docking of Skylab I. Human response to weightlessness, g-forces, isolation, and being away from Earth are recorded. (Man into space series)

BF01065 **SCIENCE IN SPACE.** 1960 29 min. COL j-a

The purpose of the film is to explain the development of artificial satellites and space probes and to relate them to modern geophysical research. It examines present-day space vehicles as powerful tools for the collection of scientific data, the conduct of experiments in space, and their applications to the welfare of mankind.

AF00306 **SPACEBORN.** 1977 14 min. COL j-a

The mission into space becomes a wonderous journey in a nonnarrative documentary from NASA archives. The film is a montage of well-edited, nonsimulated footage accompanied by resounding music.

VC00234 **SPACE WOMAN.** 1984 57 min. COL j-a

Examines the strict physical and mental training that astronauts undergo, including the ways in which they prepare for existence in the space shuttle and for carrying out their specific mission tasks. (Nova series)

AF00039 **STARDUST** 1974 8 min. COL p-i
Tells a story about an astronaut who is exploring the beauties of outer space. Shows how, when he lands on a blue, frigid planet, he uses a kiss to turn the planet into the warm, brilliant colors of the rest of the universe.

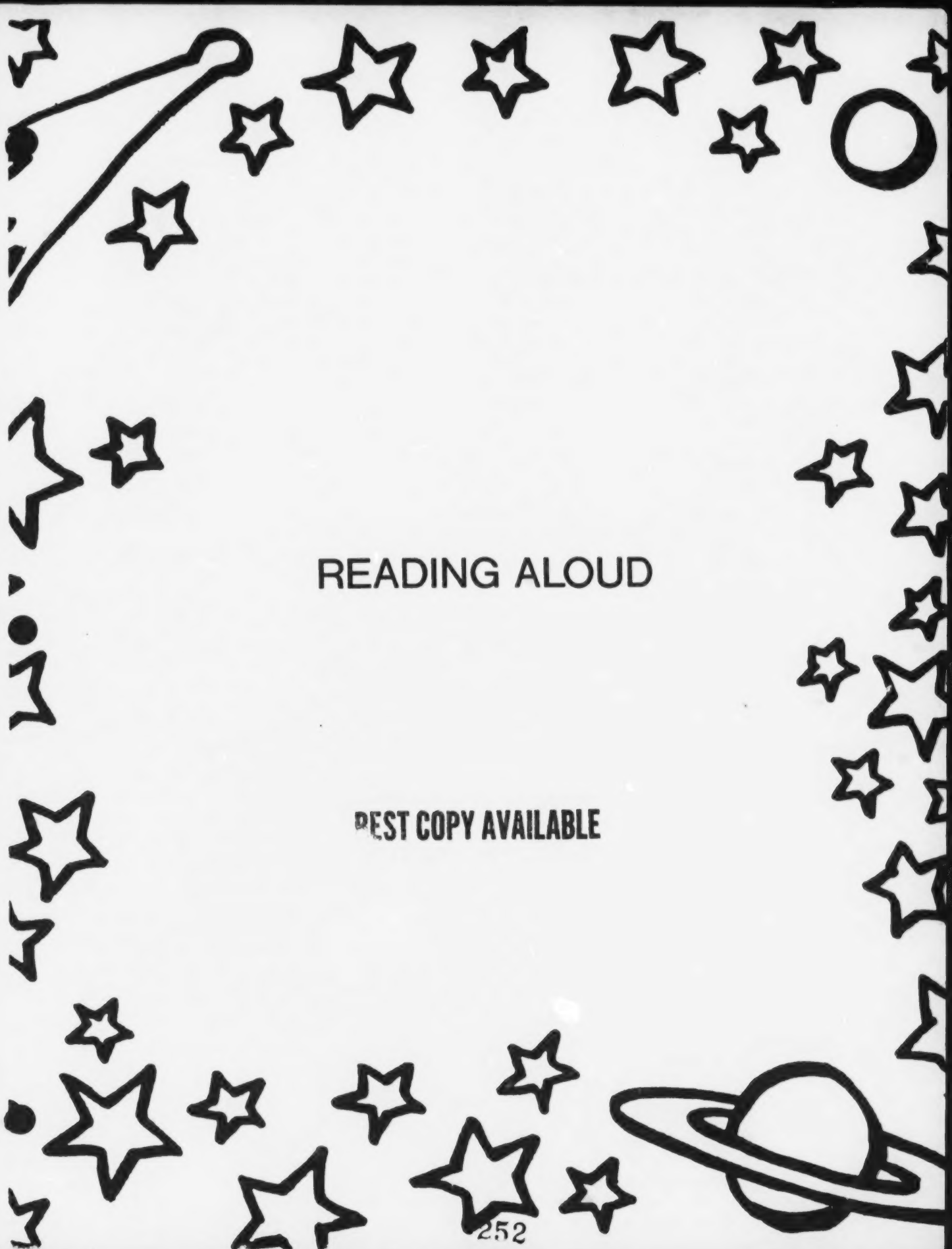
VC01167 **THE TERRITORY AHEAD.** 1987 60 min. COL j-a
On January 28, 1986 the space shuttle Challenger exploded, killing all seven crew members. This program documents the Challenger accident and traces the development of the shuttle - the first resuable space vehicle - and NASA's plans for its use. Also examines the rapid militarization of space and the consequences of the "Star Wars" scenario. (Program 4, Spaceflight Series)

VC01164 **THUNDER IN THE SKIES.** 1987 60 min. COL j-a
Traces the early history of man's adventures in space, from the early development of the rocket as a weapon of war in Germany through the launching of the satellite Sputnik. (Program 1, Spaceflight series)

VC00044 **TRAVELER'S TALES.** 1980 60 min. COL h-a
At NASA's Jet Propulsion Laboratory in Pasadena, we visit Sagan and his colleagues who are conducting an exploratory mission: the Voyager II's close encounter with Jupiter and its satellites. Actual Voyager images illustrate the explanation of how data is transmitted and processed and the nature of the Jovian system. (Program 6, Cosmos series)

BF01240 **UNIVERSE-28.** 1960 28 min. B&W j-a
Shows Dr. Donald MacRae, professor of astronomy at the University of Toronto, as he works at the David Dunlap Observatory exploring the Solar System. Uses animation, live photography and special effects to give an overview of the Solar System, then examines the star systems and presents a summary of what man has learned about them.

VC01165 **THE WINGS OF MERCURY.** 1987 60 min. COL j-a
Follows the space race as President John F. Kennedy challenges NASA to put a man on the moon before the end of the 1960's. The Russians send the first man into space, cosmonaut Yuri Gagarin. America sponsors successful space missions, including the Gemini program and the very first space docking. (Program 2, Spaceflight series.)



READING ALOUD

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PARENTAL INVOLVEMENT
Parents and Children Reading Together

"How many parents spend as much time reading as watching television? ... How many go to the library as often as they go to the drugstore? How many go to the bookstore as often as they go to the shoestore? Children notice where their parents go and how they spend their time and money."
Lindskoog "How To Grow A Young Reader"

Teachers and librarians have long recognized that most verbal ability, hence most reading ability, is developed in children long before they enter first grade. Thus, parents are from the first, the major influence in their children's reading success. And they continue to be a primary influence over their children, even after they can read independently. We know this - but do our parents?

As you prepare for the summer, don't neglect the role that your parents can play in a successful reading program. Schedule speaking engagements with parent groups (such as the PTA, Parents Without Partners, etc.) Bring slides developed from photos of previous Summer Reading Club events and programs.

Use fliers, posters, speaking engagements etc., to stress the importance of reading aloud to children. Especially underline the importance of reading aloud to children all through their school years:

-- Reading aloud provides a rich shared experience.
-- Reading aloud promotes the desire to read independently.
-- Reading aloud fosters the improvement of reading skills, such as comprehension and vocabulary development.
-- Through family reading, the child gets to hear wonderful stories (like Tom Sawyer) that are too difficult for him/her to tackle alone.
-- Reading aloud helps children who are "ear-oriented" rather than "eye-oriented".
-- Reading aloud broadens a child's reading interests.
-- Reading aloud increases a child's chances of becoming a lifelong reader and learner.

As you talk to parents, be prepared to answer some of their important questions... like "When do I find the time to read to my child?" Here are a few odd hints (some very odd hints)

-- Get up 15 minutes early three time a week and read aloud the first thing in the morning. (very stress reducing).
-- Read aloud while your child is soaking in the bathtub. (water is magically calming)
-- Read aloud before meals (can be done by an older child or one parent, while the other parent is finishing the dinner preparations).
-- Read aloud after meals (while the dishes are being washed).
-- Make an effort to reduce television time during the week and read aloud instead.
-- Read aloud at the doctor's office.
-- Read aloud assigned novels or other assigned homework reading, at least a chapter or so.

-- If the parents are away from home very often, they can tape a story or chapter from a book beforehand. The child can replay it as often as he or she'd like.

Hold special parent's programs at the library. Ask a local reading specialist or author to be your guest speaker. Or hold a Book Discussion Club for Great Children's Books. Many parents are unsure of their own reading skills. If your parents are shy about reading, you may want to organize a Read-Aloud Club for parents. Parents can read to each other, then read to their kids.

Ask parents to serve as "Special Guest Parents" during your storyhours or school-age programs. Have them read aloud a story of their choice to the group.

Reading incentives can be given to parents as well as to children. Allow any book or chapters read by a parent to count toward a child's contract or prize - no matter what age the child is. This gives the message that the library values family reading too!

Show your parents that you appreciate their efforts. Give them Summer Reading Certificates too, or perhaps a Volunteer Certificates. If you like to use a snack coupons form Hardee's or McDonald's, or plan to use the Carowinds, Bush Gardens or other special offers, consider using them as gifts to parents who read aloud to their children.

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